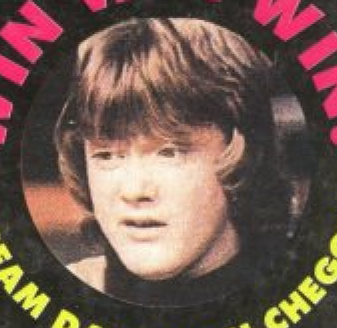
ZERO



WIN WIN WIN!
A DREAM DATE WITH CHEGGERS*

GAMES TIPS PC AMIGA ST | APRIL ISSUE 30 | £2.95 DM18 WITH DISK



Agony
Indy Heat
Steel Empire
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MEGA SCOOP REVIEW!

SIM ANT

4 FAB GAMES!

Two fat playable demo's.
Two scorching PD games.
Too good to be true!
This disk is a bit like
Noah's Ark, really.
(Except it's square, flat, and doesn't float. Ed)

TIP STOP!

All you ever wanted to know about *POPULOUS 2* and *CIVILIZATION* (but were afraid to ask)

MAG OF THE YEAR! SECOND YEAR RUNNING!

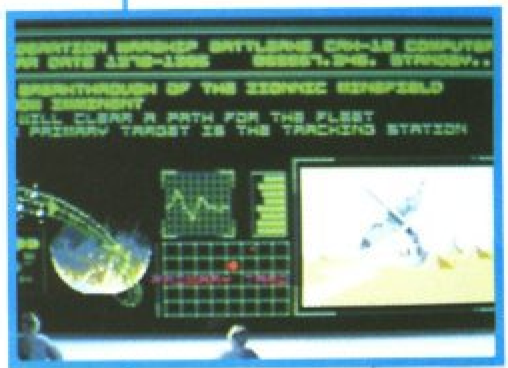
*April Fool!

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2 3D SPE









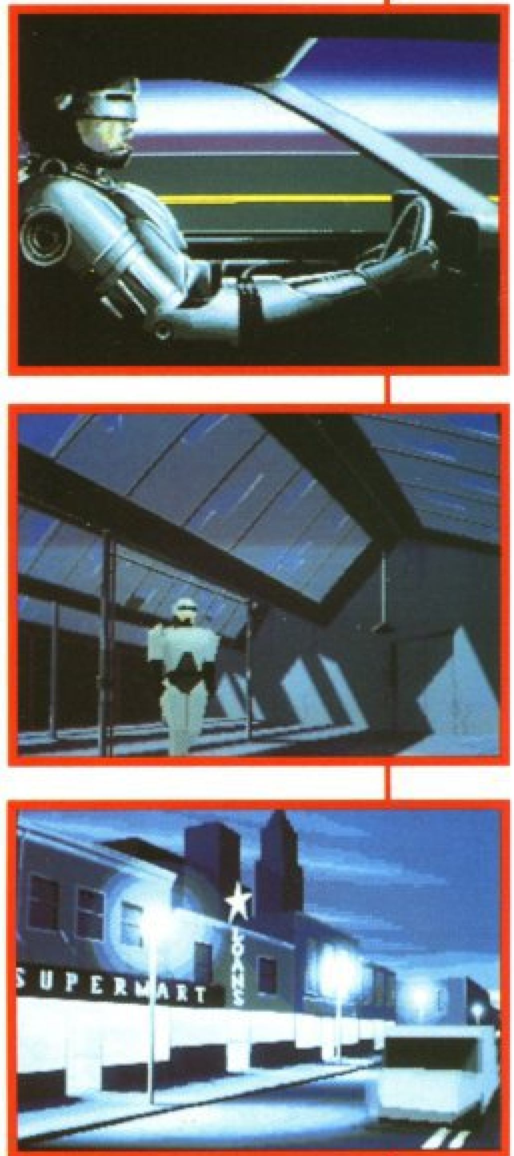
"Fast just isn't the word for this 3D - an excellent game that more than lives up to it's name." - **ACE**

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BOTH AVAILABLE FOR ATARI ST A

ECTACULARS





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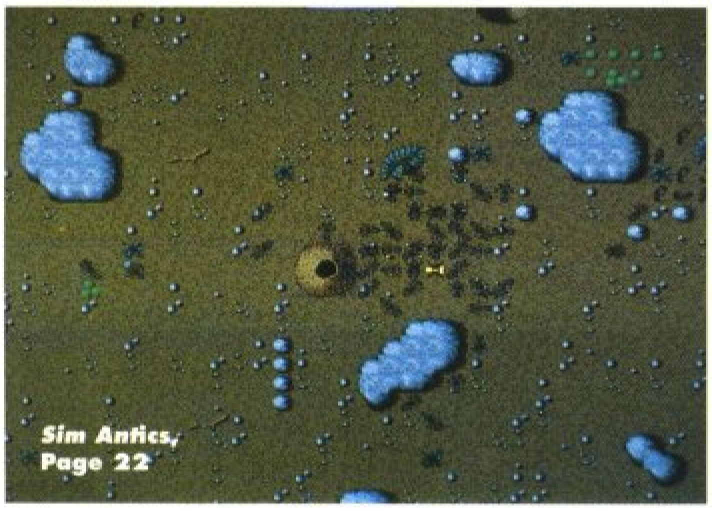
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ZERO 30



Jaguar XJ220, page 18



Sim Antics, Page 22

ZERO

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COVER ILLUSTRATION: Simon Dewey.

GAMES LIST
Blimey, what a big one...





F-Plan? No – Plan 9, page 40

WHO CAN SAVE CIVILIZATION FROM THE MOST DESTRUCTIVE FORCE ON EARTH?

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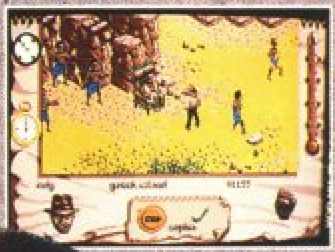


Break the bank in Monte Carlo - and buy a bundle of clues and weapons.



Borrow the keys to Adolf's submarine and take it for a ride.

Drop by the local watering hole for a friendly game of darts.



Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specifications.

WHO ELSE?



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AGONY, ECSTASY, BRIDE AND GORY

What a tempestous torrent of traumatic treats we've got in store for you this month! (*Woooh! Ed.*) Eeee, what an epic! Settle back into your comfiest armchair while we describe for you the two brilliant playable demos and two complete small, but perfectly formed, PD games on offer. Hurrah!



Be prepared for an 'owling time.

AGONY

EXCLUSIVE PLAYABLE DEMO
Psygnosis

From the programmers who brought you *Unreal* comes a new game – *Agony*. And just for you, here's a special exclusive, playable demo – a little taster so you can see how fab the full game really is.

In *Agony*, you play Alestes, who has wisely taken the form of a mystical owl in order to accomplish his quest. The quest in question stems from the death of his great tutor, Acanthropsis, the former Grand Wizard. Acanthropsis had dedicated many years of his life to researching the great Cosmic Power (man). Unfortunately, when he finally cracked it, he realised that he was just about to pop his clogs.

Fearing that all his precious research might go to waste, Acanthropsis decided that he should pass on his knowledge to one of his two apprentices – Alestes and Mentor. But who was the worthiest? They were both very skilled magicians and therefore equally deserving of the Cosmic Power. So Acanthropsis decided to set them a nasty, tricky test and hope that one of them would emerge victorious. A bit extreme, when you think he could have just put a coin in his left fist, put his hands behind his back and asked them each to choose a hand.

So, as Alestes, you turn yourself into an owl to enable you to fly to the magical place which holds the secret of Cosmic Power. But Mentor's a nasty old stick who thinks he fully deserves the Power. Besides, he's got a less poncey name than you have. Determined to make your journey hell, Mentor sends a plethora of hideous creatures to kill you before you find the Cosmic Power (and to think you consi-dered him your friend). It's murder, isn't it? *(No, it's* Agony *actually. Ho, ho. Ed.)* Just when you thought you'd inherit the great power, rather in the same way as Aunt Hilda's tea cosy, you realise you going to have to fight tooth and claw to get it. And that's just what you do in this vicious playable demo – fight off the hoardes of giant canon balls, floating prehistoric heads, funny anteater thingies, giant beetley doofers, flying rocks, ghosts, dastardly monsters and the heinous yellow tennis balls. The latter are invincible, and will provide you with a rather fetching exploding owl effect, but you'll lose a life. Your magical powers can restore you to life – however, this only works five times – after that you're bird meat.

In this level, you already have the two swords which act as extra weapons. Make sure you look out for the stray potions and scrolls which give you the power to activate deadly spells. Oh, and check out the full review of this fab game on page 38.

THE CONTROLS

To load the game, put the disk into your Amiga and, when it appears to have stopped loading, press Enter.
Joystick Left: Left.
Joystick Right: Right.
Joystick Up: Up.
Joystick Down: Down.
Fire Button: Fire.
P Key: Pause.

To activate spells, hold down fire and scroll to the spell required. (You can only use the spells without the crosses.) Move to the spell you require and press fire. Beware, though – spells only last for a limited amount of time.

A deceptively calm impression of *Agony*.



cover disk

KLATRIX

COMPLETE PD GAME
Merton PD

The Swedes, eh? They've produced some marvels in their times, haven't they? What with Abba, Ryvita, the chef on *The Muppets* and those long, pointed, white vegetables. And here comes another little Swedish gem – *Klatrix*, a frenetic puzzle game guaranteed to keep you entertained for hours (or at least until *Barrymore* comes on the box). What we have here is a game influenced by *Tetris* and reminiscent of *Columns*. Simple, but horrifyingly addictive. There are eight fiendish little levels, with the grande finale becoming rather frenzied.

The idea of the game is to form a column, either vertically, horizontally or diagonally (or preferably all three if you can manage it), by matching the colours of the falling doodahs. Why doodahs? Because each level has its own particular brand of thingymajigs. There are multicoloured normal blocks, chess-board blocks, diamonds, cherries, bubbles, pipeline parts and fruit pastels.

Once a column is formed in one of the four colours, it disappears and often affects neighbouring doodahs too. The goal, rather like that old classic *Tetris*, is to prevent your little doobries from touching the top of the screen. The trouble is, the further you get, the faster the wossnames fall and the harder it is to form your column. Oh, and listen out for the fab sound effects – when your doofers disappear, you'll hear brill 'Patsy Kensit peas in a pod' popping noises.



Hmmm, best chess game we've seen.

PD FILE

A big thank you to Merton PD and Diskovery PD for providing us with this month's Public Domain games, *Klatrix* and *Klondike*. If you would like to find out more about the games they have available, you can contact Merton at: 10 Grasmere Avenue, London SW19 3DX and Diskovery at: 108 The Avenue, Clayton, Bradford BD14 6SJ.

THE CONTROLS

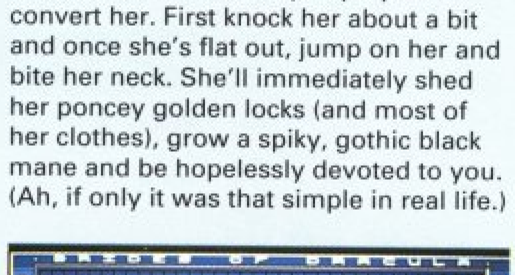
These are simplicity itself. Just tap the joystick left or right when you want your column to move, er... left or right. A quick press of your fire button enables you to change the order of the colours on the falling column.

BRIDES OF DRACULA

PLAYABLE DEMO
Gonzo Games

You vant blud? Don't we all. However, you might just be able to get a taste of the red stuff in our gripping ST playable demo. It's time to step into Dracula's cape and fangs, and enact his lust for nubile young girls. In a juicy snippet of Gonzo Games soon-to-be-released horror orgy, you'll have a split-screen showing your movements (and those of that interfering, vampire hunting do-gooder, Van Helsing).

Picture the scene: you're in your castle in the depths of Transylvania, with your feet up, knocking down your fifth bloody Mary. You're in a reflective mood, thinking about how the years are passing you by and how it's high time you got married and settled down. Through the grapevine, you've heard about the nearby village of Bistriz, home to 13 foxy chicks. Deciding that they're just the girls for you (you're greedy like that) you set about hunting them down. Trouble is, these dames are blonde and, what's more, you know that famous adage: "Brunettes are more fun". So once you've found a victim, you prepare to convert her. First knock her about a bit and once she's flat out, jump on her and bite her neck. She'll immediately shed her poncey golden locks (and most of her clothes), grow a spiky, gothic black mane and be hopelessly devoted to you. (Ah, if only it was that simple in real life.)



Journey into the green brain.

Then you can lead her back to your castle, stuff her into a specially-prepared coffin, and leave her in storage until you need to use her.

As for Van Helsing – he's busy gathering garlic, a steak, sorry stake, crucifix, Bible, mirror, rat poison and other objects (including a piece of toast) to stop you getting your evil way with those virginal maidens. He knows these objects make your skin crawl and he has to collect 13 in order to put together his Vampire Destruction Kit.

You have to get your 13 brides into their coffins before Helsing collects his 13 objects, because then you'll have the power to crush your enemies. Party-pooper Helsing isn't the only one after your blood – a whole bunch of well-armed villagers and Riff Raff the Butler are well cheesed off with you, 'cos they didn't get the girls. Watch out – they have absolutley no scruples in coming after you.

As this is a playable demo, you'll start off with one bride already firmly esconced in her coffin, and you'll have to peck as many as possible within the time limit before Helsing gets you. If

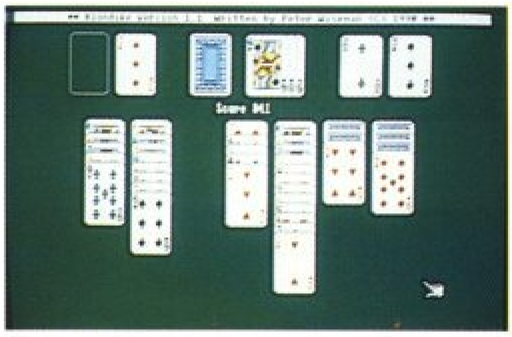
KLONDIKE

COMPLETE PD GAME
Diskovery PD

When it comes to card games, most people fall into one of these two categories: the 'there's nothing I like more than a quick game of rummy' group and the 'card games? Oh snorey-snore – give me the BBC2 play anytime' set. Well, it has to be said that at first glance, a deck of cards may not exactly seem rivetting to most people, except perhaps Max Bygraves. But then you can't have played *Klondike*, that classic game of patience. And if you haven't, here's your chance in our fab playable PD game.

For the non-cardspotters amongst you, here's a quick resumé of the rules. After that, you're on your own (literally). Your goal in this game is to end up with four piles of the four suits along the top row, and no cards at all in the bottom columns.

To start off, upturn the top card of each of the bottom seven columns by clicking on it with your mouse. Scrutinise each new card in turn, and if you have any aces on the top row of cards, see if you can place any cards of matching suits on top in numerical order,



Find a King for that spare column.

remembering that aces are high in this game. Check your bottom columns (oo-er) again, see if you can match some of the cards and join them together in one column, leaving you free to uncover new cards. Only this time, you'll be working your way down numerically and in alternate colour suit order. For example, if you have an eight of hearts, you can only place a seven of clubs or spades on top of it. Remember to check the top row regularly to see if you can rid yourself of any of the cards in the columns. Once you have disposed of all the cards in a column, you can only start a new column if you have a King to place there.

Confused? Well don't worry, because when you manage to make up all the four suits within the given time limit, you can congratulate yourself by jumping up and down on the spot and shouting "I Klondiked! very loudly.



In the privacy of his castle, Dracula has a good old necking sesh – the perv.

you're smart, you'll spot the power-ups and pick them up before that pesky vampire hunter gets his grimy little mits on them. For example, a silver crucifix recharges Helsing's energy and reduces Dracula's, while the golden pentacle gives one bonus life to Dracula and simultaneously depletes Helsing's energy. And a word of advice: a vampire's favourite TV programme is *Little House On The Prairie*.

THE CONTROLS

Joystick Left: Left.
Joystick Right: Right.
Joystick Up: Drac does a rather fab somersault.
Joystick Down: Drac ducks and goes for the victim's neck.
Fire: Drac uses his mean left hook.

DISKOMATOSIS?

Hmmm... not exactly the illness that befalls unfortunate rabbits, but a serious condition associated with a dodgy disk. Read the following symptoms, and if you find youself suffering from them, then fret not – ZERO has the cure.

1 You've checked that the game or playable demo you want to load is compatible with your computer and that, despite your mum's advice, you haven't tried to plug it into your sister's Benders.

2 You know that an already damaged disk can play havoc with your machine's innards (oo-er), so check the little devil carefully to make sure that it's looking fit and healthy. As Dennis Publishing cannot be held responsible for any bent or damaged disks that are poked into readers' hardware, you know it's sensible to give it a once-over before use.

3 Ah, the little beauty looks in fine working order, so you have no qualms about loading it into your ST or Amiga. But appearances can be deceptive – the little blighter just won't work. Self-diagnosis is called for – you have a nasty case of diskomatosis. Hurrah! You can have three days off work or school. But let's face it, the crux of the matter is, you do actually want to get your disk up and working.

4 The key here is not to panic. Throwing it around your bedroom and stamping on it, or setting fire to it isn't going to do you any favours in the long run. You need help – psychological help probably, but also help of a more practical nature.

5 Help is at hand in the form of a rather squishy, padded envelope. Simply pop your faulty disk into it, along with a note explaining your problem, seal it up tightly and send it to: ZERO Disk Returns, Production And Distribution, TIB House, 11 Edward Street, Bradford, BD4 7BH.

6 If, on the other hand, you have the patience of Bruce Forsyth, you can ring the Claire Rayner Disk Problems Hotline on (0274) 736990.

7 Most importantly of all, please, please, please don't phone us (or send the disks back to Dennis Publishing). We have enough trouble sticking on the labels and packing the little bleeders into plastic bags.


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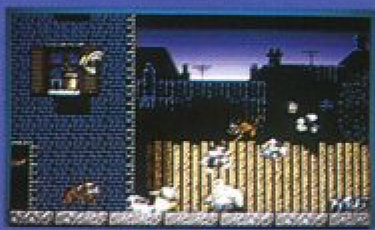
TITUS THE FOX



If ever there was a foxy chick to be rescued, the abducted femme in Titus' new title takes the biscuit. Why she's even called Foxy. Titus The Fox (as opposed to Titus the French software publisher) is her beau and it's in his amiable shoes you set out in this 16 level platform romp. Fans of Titus' *Blues Brothers* will instantly recognise the similarities in the game engine, but *Titus The Fox* will be huge with a capital 'H' Watch out for the full review next month. Available from Titus on Amiga and PC as you read this.



Titus gets his just deserts.



He's out for alley can get.



Make no bones about it.

Oi!

SHOWTIME!

Blimminy, there's almost as many shows in the offing as there are Amiga mags in the newsies these days. Here's a run down of the up and coming events for you to note into your diaries:

March 14th:
All Formats Computer Fair, Novotel, Hammersmith, London.

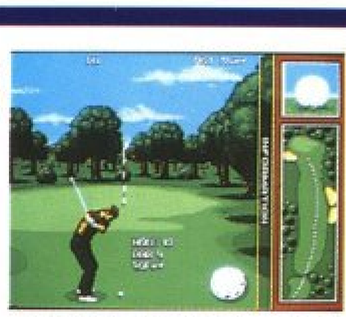
May 15th–17th:
Amiga Shopper Show, Wembley Exhibition Centre, London.

May 16th:
All Formats Computer Fair, Sandown Exhibition Centre, Esher Surrey.

May 28th–31st:
Spring Computer Shopper Show at Olympia, London.

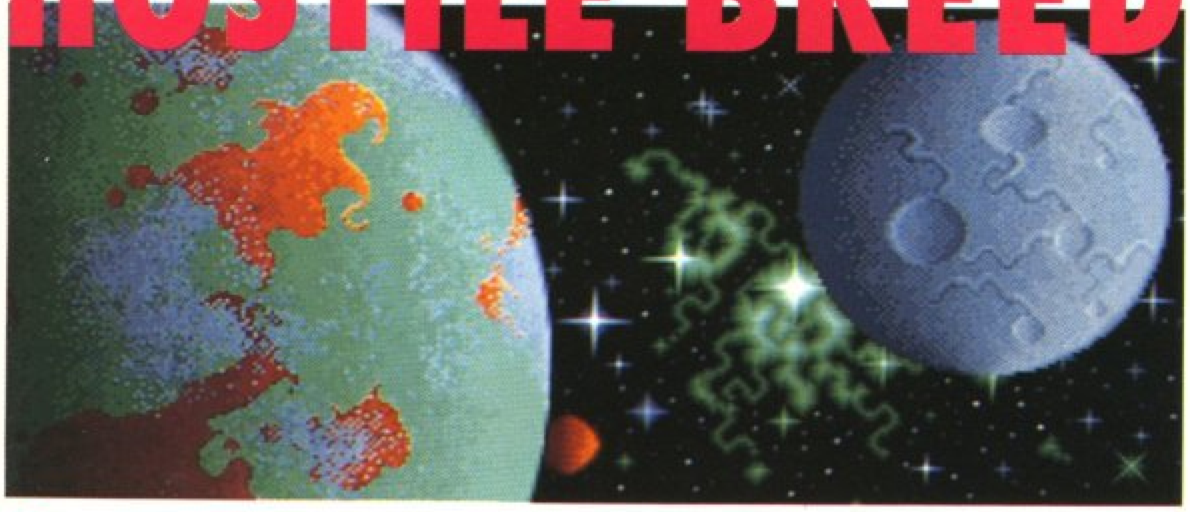
Nick Faldo's Golf

Grandslam has set itself the unenviable task of producing the definitive golf title. It's to be called *Nick Faldo's Golf* and will boast many features never before incorporated into a computer game. It will largely feature the familiar just-behind-the-player viewpoint à la *Leaderboard, PGA Tour* etcetera, but will switch to an in-front-of-the-player view to control height of swing, wrist angle and even the chance to 'break' your wrist (it sez here.) Sound's painful, but you can find out for yourself when *Nick Faldo's Golf* hits the streets in June/July on ST, Amiga and PC.

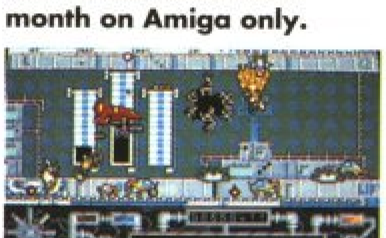


Look out for the football!

HOSTILE BREED



Life compensates, doesn't it? Sometimes the *highest flyers have the biggest falls – just look at Ernest Sanders. Take your new role in Palace's *Hostile Breed*, for example. One minute he's a glamorous shuttle pilot on Genaro 5, all champagne and glam trolley dollies, then suddenly there's an earthquake, all the animal and plant life of the planet invade the research centre, and you're embroiled in a life or death struggle. Instead of the usual progressive, linear action, this brand new Amiga shoot 'em up gives you instant access to any of eight sectors of a base. You'll have to clear each of them out though, if you want to end up saving the factory workers. *Hostile Breed* offers a new twist to the shoot 'em genre, and will hit the stores this month on Amiga only.



Mutie-blasting action ahoy!

AMIGA CHART

1. **FORMULA 1 GRAND PRIX** – MicroProse
2. **JIMMY WHITE'S SNOOKER** – Virgin
3. **POPULOUS 2** – Bullfrog/EA
4. **ABANDONED PLACES** – Electronic Zoo
5. **PGA TOUR PLUS** – Electronic Arts
6. **ROBOCOD** – Millennium
7. **ROBOCOP 3** – Ocean
8. **BIRDS OF PREY** – Electronic Arts
9. **WWF WRESTLEMANIA** – Ocean
10. **RETURN TO EUROPE** – Anco

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

IMPRESSIONS TAKE OFF

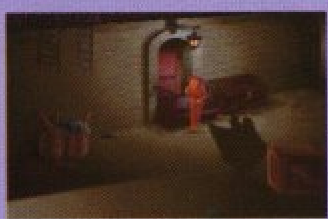


Starting with one of these trusty old Dakota aircraft in 1946, Impressions are about to give you the chance of emulating Sir Freddy Laker. It's called *Air Bucks*, and the game revolves around building an airline from scratch and then operating it as a successful business venture. Business management is the aim of the game, negotiating landing rights, inspiring faith in your shareholders, and ultimately trading the Dakota up for Concorde or a Boeing 757 is the order of the day. *Air Bucks* will be available in May on PC priced £34.99 and on ST and Amiga for £29.99.

THE LOST FILES OF SHERLOCK HOLMES



Here are some screenies of the Sherlock Holmes graphic adventure we told you about in last month's CES report. The setting is London, England, the date 1888. Jack The Ripper is at large and a young actress has been brutally murdered. Scotland Yard think the foul deed is the handiwork of the Ripper, but doubts remain. Reluctantly, the Yard turns to Sherlock Holmes for assistance. Interacting with over 25 colourful characters in over 50 locations, EA maintain the storyline is true to Sir Arthur Conan Doyle's most famous creation. It's full name is *The Lost Files Of Sherlock Holmes*, and it'll be available from Electronic Arts initially in a 256 colour PC version.







HOT RUBBER

With a picture like that and a title like *Hot Rubber*, Microid's new release is the sort of game that makes you go Oooh Blimey. (*Oooh Blimey! Ed.*) Subtitled *Born To Burn*, you suddenly realise it's nothing to do with fetischistic rumpo, but in fact a motorbike racing sim (phew). That's right, it's a revamped version of Microid's French hit *Grand Prix 500* and it'll be marketed in the UK by Palace Software. Featuring split-screen, two player simultaneous action over twelve different international courses, *Hot Rubber* will introduce you to the thrills of having 500cc's throbbing between your legs. Er... expect it on ST Amiga and PC as you read this.

ST CHART

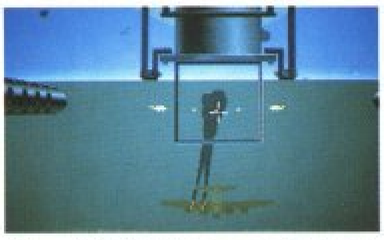
1. **HEIMDALL** Core Design
2. **WOLFCHILD** Core Design
3. **CRUISE FOR A CORPSE** Delphine/US Gold
4. **JIMMY WHITE'S SNOOKER** Virgin
5. **SILENT SERVICE 2** MicroProse
6. **WOLFPACK** Mirrorsoft
7. **DEUTEROS** Activision
8. **REALMS** Virgin
9. **UTOPIA** Gremlin
10. **LOTUS 2** Gremlin

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

B-17

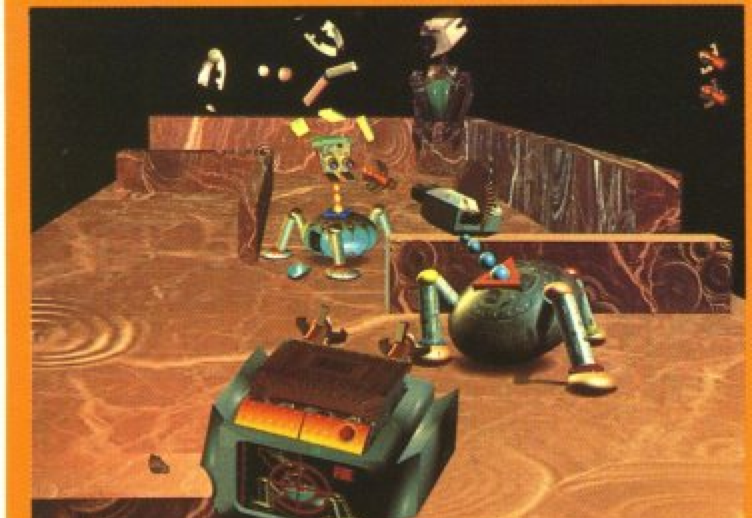


Leeds based Vektor Graphics, the team behind Activision's *Bomber*, Virgin's *Space Shuttle* and Mirrorsoft's *Killing Cloud* is currently hard at work on a filled vector flight sim for MicroProse. Entitled *B-17*, the game recreates the US bombing campaign over Germany in the latter part of the Second World War. Choose the members of your ten-man crew by studying their past records and performance and allocate them to their positions, study intelligence reports and mission briefings on 25 perilous daytime bombing missions, then take control as you take to the air. There's even the chance for you to customise your own plane, with a choice of historically accurate nose art. *B-17* is scheduled for release from MicroProse on PC initially, with ST and Amiga versions planned to follow at a later date.



Stoppit! That's one of ours!

ROBOSPORT



We're your wittle wobot fwiends, please don't kill us.

The next title we'll probably see from the Maxis/Ocean collaboration will be *Robosport*. The game is set in the future where robots do battle for the amusement of humans. Placed in charge of up to four squads of robots – each with a potential eight members – you get to program each of your robots in advance to run, duck, look around for a target and let loose a burst of rapid fire. Then you'll encounter a squad of enemy robots programmed in much the same way. You can also battle against friends on the same computer, two machines linked or via modem. There's also a full replay facility. *Robosport* will be available in the UK through Ocean on PC in summer with an Amiga version to follow.

PC CHART

1. **EYE OF THE BEHOLDER** SSI/US Gold
2. **CIVILISATION** MicroProse
3. **OH NO MORE LEMMINGS** Psygnosis
4. **LE CHUCK'S REVENGE** Lucasfilm/US Gold
5. **F117A NIGHTHAWK** MicroProse
6. **THE SIMPSONS** Ocean
7. **LEMMINGS** Psygnosis
8. **HARPOON** Electronic Arts
9. **FALCON 3.0** Spectrum/Holobyte
10. **JETFIGHTER 2** Velocity/US Gold

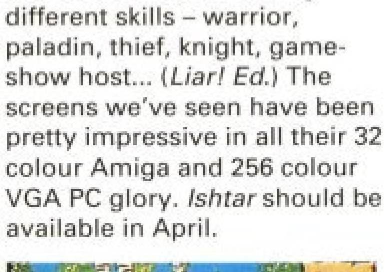
Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

ISHTAR

From Silmarils, the makers of *Crystals Of Arboria* and the rather neat *Storm Master* (reviewed on page 34), comes a huge new role playing epic. Entitled Ishter you and your party of adventuresome chums will have to penetrate a mysterious fortress and vanquish its demonic occupant. Choose your five chums from over 150 personages, including elves, humans, orcs, dragons wolfmen etc, each having different skills – warrior, paladin, thief, knight, game-show host... (*Liar! Ed.*) The screens we've seen have been pretty impressive in all their 32 colour Amiga and 256 colour VGA PC glory. *Ishtar* should be available in April.



Korodan's party piece.



Trust me to choose no 2, Cilla.



ON THE GRAPEVINE

● Accolade affiliate Capstone has acquired the rights to several hot movies. First of we'll find a game based upon the new Stephen King movie, **The Dark Side**. This should appear in June. Summertime should also see the release of **An American Tail** (the Spielberg feature length cartoon). Finally as a special Christmas treat, we should see the game of **Home Alone 2** (hope it's a significant improvement over the first title).

● Despite some confusion over exactly what software titles (if any) will be published by Acclaim, a few titles are being bandied about as strong possibilities. **Aliens 3** the arcade version of the license currently being programmed by Probe Software should appear around August, as should a new TV Sports title – **TV Sports Olympics**.

● Virgin has a rather special graphic adventure up its sleeve by the name of **Kyrandia.** Its a very interesting and original title graphically akin to the best Sierra has to offer. Playing a hero in a mythical magical land seems to be the order of the day, but we'll be able to get our hands on its point and click interface on PC in June.

● Confirmation on the next two add on data disks for Lucasfilm's *Secret Weapons Of The Luftwaffe*. After the fab *P-80 Shooting Star* arrives this month, it'll soon be joined by disks based upon the Luftwaffe experimental **Heinkel He-162 'Salamander'** and then the **Dornier Do-335 Arrow.** Meanwhile Stephen Spielberg movie that never was, **The Dig** is currently underdevelopment as a Lucasfilm CD-Rom product. It's a graphic adventure centred around an archeological dig on a far off planet. For more info on CD development, check out next month's issue.

● One of the leading names in PC flight sims Dynamix is to release a **Red Baron Mission Builder** and has released details of other data disk ideas for its forthcoming *Aces Of The Pacific*. One will be called **RAF In The Pacific** and will enable players to fly British fighters against the Japs, whilst another will be called **WWII:1946**, which has a hypothetical scenario centering around President Truman deciding against dropping A-Bombs on Japan. Dynamix also has a Pinball game in the offing for a spring release on PC Windows.

● And talking of Sierra... the king of sequels has, wait for it, plans to produce **The Colonel's Bequest 2** (PC May), **Quest For Glory 3:**



Wages Of War (August PC), **Kings Quest VI**, **Hoyles Book Of Games 4, Mixed Up Scary Tales**, and **Castle Of Dr Brain 2**. Later in the autumn you'll also get to see **Codename Iceman 2**, **Eco Quest 2** and even the blinkin' **Laffer Utilities 2**. All these titles will debut on PC but Amiga versions should follow soon.

● Spectrum Holobyte is hard at work to produce a game for St Amiga and PC under the working title of **Conquistador**. The game is rumoured to mix both elements of *Pirates* and *Seven Cities Of Gold*.

● Core Design have a brand new role playing title up its sleeves called **Zeloria**. It's pencilled in for a November release on PC and Amiga.

● Papyrus the hot programming team behind the excellent *Indy 500* are curently working on a new driving sim, this time based upon Formula 1 racing. A contender for the mighty *Grand Prix*'s crown?

● Now for some release details on those coin op licenses acquired by Elite (that we told you about some time ago). **European Championship Soccer** the reworking of pub coin op fave *World Cup 90* should appear in May, Data East's **Caveman Ninja** is scheduled for an August release and the conversion of Namco's **Winning Run 2: Suzuka GP** should appear in time for Christmas. All three titles will appear on ST Amiga and PC. Meanwhile rumour has it that an original title Elite has in development for consoles will also put in an appearance on the floppy software front. Oh, it's called **Dr Franken** and is a cutsie work inspired by the Frankenstien story, by the way.

● Gremlin is chuffed as a sandboy with its collaboration with Games Design Workshop on *Hero Quest* and *Space Crusade*. So much so that it has signed up the rights to produce a game based upon GDW's **Battlehammer** series. Gremlin also intends to produce **Hero Quest 2** and a game of its own invention inspired by *Hero Quest* called **Ninja Quest**.

● Gonzo Games will publish the sequel to its original hit *Wipe Out* on Amiga and ST in September, to be called **Ultimate Wipe Out**. STOP

THE DARK QUEEN OF KRYNN



Continuing SSI's *AD&D Dragonlance* saga, here's the latest title for your delectation. Scheduled for an April release on PC and in April on 1Meg Amiga, *The Dark Queen Of Krynn* is set on the mysterious shore of Taladas, and uses the familiar *Dragonlance* engine. Krynn is once again under threat, this time from the Dark Queen's evil plans and your quest will be to thwart her progress. It's adventure all the way, as your party follows its destiny and romps from the bottom of the ocean to the Tower of Flame. And if you think that's bad enough, wait till you find yourself in the abyss, matey. Spook!



That'll impress the chicks.

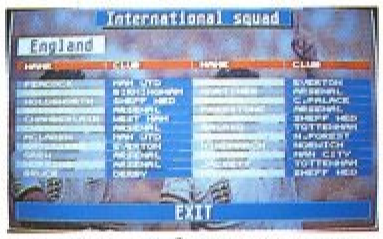
THE QUEST OF AGRAVAIN

What's the brand new game from the Codies all about, eh? It's called *The Quest Of Agravain*, so maybe that's some help. Hands up who guessed that you get to play a hero called Agravain? Well, two points for that. Now, who figured out that you had to go on a quest? Right again. Okay, so with all this talk of questing, and a moniker like Agravain, the more astute amongst you may have sussed out that the game features a sort of mystical medieval setting. Jolly good show. An inordinately small amount of you may be psychic and you'll no doubt know that the object of your quest is the elixir of eternal life. You'll also know that you'll have to do battle with hordes of wizards, trolls, guards, bats, and loads of other spooky geezers, and that the game is set in four hazardous areas, each comprising four sections. Psychic readers with a mathematical bent will have gathered that *Quest Of Agravain* thus offers sixteen levels of plattie fun. Well, that's remarkable, isn't it? You've sussed out the latest Codemasters game without us lifting a finger.

Agravain is available now, from the Codemasters on Amiga and ST, priced £7.99.

CHAMPIONSHIP MANAGER

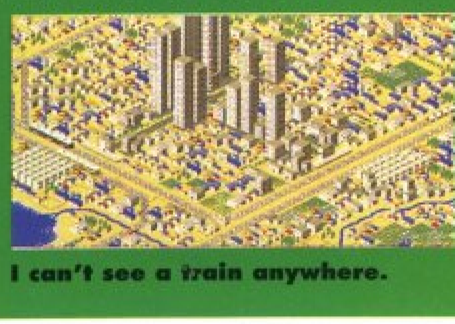
Football management titles have done big business on home computers. Ever since Addictive introduced us to the original *Football Manager* back in the early eighties, we've been buying them by the bucketload. Now we've got Software 2000's *The Manager* from US Gold (reviewed on page 37), *Football Manager 3* from Addictive is imminent, and Domark has this little offering – *Championship Manager*. Over seven years in development, the game claims to be 'the most detailed and realistic football management simulation ever published'. Encompassing British league championship, the European Cup, UEFA Cup and the European Cup Winners Cup, the game offers up to four players the chance to rise to the top of the footie world. Hurrah! *Championship Manager* should be available as you read this on ST Amiga and PC, prices to be confirmed.



Here we go, here we go etc.

A-TRAIN

After wooing the ZERO team this month with the excellent *Sim Ant*, Maxis will shortly be introducing us to the *A-Train*. To be marketed in the UK by Ocean Software, *A-Train* is actually a reworking of a game that's been topping the Japanese charts since its first appearance in 1986. Starting as the owner of a private railway company, you've got a patch of rural land, building materials and an amount of cash at your disposal. The game begins with you building a city using the rail network as the transportation hub. Eventually you'll buy more land, lay track, buy any of 19 different frieght and passenger trains and establish their time tables. All the graphics are 3D isometric style with trains whizzing about, day and night, and seasonal changes. Maxis describe it as 'the capitalist's *Sim City*' with financial considerations being to the fore. *A-Train* will be out in the UK in the summer, on PC first with an Amiga version to follow.



I can't see a train anywhere.



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LETTERS

If an infinite number of monkeys were left to play for an infinitely long time on an infinite number of typewriters, they'd eventually type out the complete works of Shakespeare. We left a single monkey for half an hour and look what it came up with...

TUNE IN, DUDE

For the past few weeks I have been trying to get Radio Luxembourg on my radio. I used a piece of wire to connect the aerial to various things, including the TV aerial on our roof, the radio telescopes at Jodrell Bank and a Vauxhall Astra, and I can't find the blasted thing anywhere. All I picked up between 1400 and 1500 MW was some Indian bloke singing and a German station which plays 24 hours of Elvis Presley. Does Radio Luxembourg actually exist, or was it just some sick mis-timed April fool's joke.
Steven 'Moan, Moan, Moan' Bosanko,
West Midlands.
PS what happened to that PD section you promised us?
PPS Why didn't you print my pervy joystick photo?

Unfortunately, pop-pickers, ZERO Hour is no more. Without the endorsement of a single former England Rugby Captain, this seminal broadcast was doomed to flounder. Fear not kids, cos we're negotiating with DJ Del "Do They Mean Us?' Jameson about a future airwaves collaboration with the Ovalteenies. Sounds cool, huh? As for your other questions, firstly, the PD section is still an ongoing definite possibility in the pipeline. Secondly, I well remember the startling polaroid you sent in of you and your joystick amongst some close friends and assorted small mammals. And I think you know very well why we didn't publish it. Seek help, Bosanko – you're a sick, sick man. **Ed.**

NEARLY THE STAR LETTER

Hello, I just wrote to say that your mag is, um... well, er... well, um, um, um, um... well, it's... good.
Chris Howes, Horwell.

Nice one, Chris. A very cogent point, eloquently put. **Ed.**

MORE HATE MAIL

Now, it may seem that I'm getting at you or something, but the green man on the front of Issue 28 was something else. I feel it is my duty to tell you that the covers are going downhill. He had a serviette round his neck, a Spanish sombreo on his head, and what the hell's happened to his hand – did he have an accident or was he just pleased to see me? Methinks that it is Mr Patrick McCarthy off your crew, on *Critics Corner*, because he's the only one with that sort of head.
Lord Baz, Merseyside.

That green man was supposed to be a pirate, Baz, a ***pirate****. And what do you mean 'that sort of head''? For your information, the cover in question does not show the finely chiselled features of Mr McCarthy, but in fact a heavily made-up Amaya Lopez.* **Ed.**

MY MATE FANCIES YOU

I am writing to you in desperation. You see, I've fallen head-over-heels for this guy I keep seeing in the computer shop in Epsom. He's always in work uniform – a yellow striped shirt and red jumper. I'd not really noticed him before until I spotted his leather jacket had an 'Ed the Duck' sticker on the back, and it really made me laugh. Since then, I can't get this obviously fun-loving guy off my mind. Please, please help me, as I don't have the guts to speak to him myself and I know he reads your mag, as he often has it with him in the computer shop.
Ever Hopeful Of Epsom.

Yellow striped shirt, eh? He does sound a bit of a spunk, doesn't he. Alright then, since I am the Cilla Black of the computer games industry, here goes. Okay, Romeo – you know who you are. Open your eyes, geez – someone's got a little soft spot for you. I want you both to turn up at the shop on the last Saturday in March, carrying a rolled-up copy of ZERO, so that you recognise one another. Let us know if you score, er... sorry, I mean 'if your two hearts start to beat as one'. **Ed.**

OH NO! HERE COMES LUDWIG

Help! My alter-ego has made chums with the Bitmaps, and has had its name plastered on their ads. I'm sorry, but you can't stop my inevitable take-over of the software industry. Today ZERO and the Bitties (as their friends call them), tommorrow Ocean, Psygnosis and Commodore. Nyahaahaahaaheeha!
Ludwig Ledbury, Wantage.

Our resident psychologist says: "Young Ludwig obviously suffers from delusions, to the extent that his behaviour verges on the megalomaniacal. In short, he's barking mad". A harsh diagnosis, Doc, but is it fair? After all, history is full of great men who were ridiculed in the beginning: Einstein, Columbus and David Icke, to name but three. **Ed.**

SHOE-LACE NIGHTMARE

The other day I was reading through some copies of my favourite magazine, ZERO (slurp, suck), and came across an interview with Peter Molyneux. I noticed that in every picture you had of Pete's shoes, his laces were undone! Did his mother never tell him how to tie his shoes up?
Stuart Hudson, Sussex.

I'm glad you brought this up, Stuart. With lace-related accidents on the increase, this is a very important point. You don't know the half of it, though. Between you and me, Peter was a nightmare – the ZERO stylist had to practically wipe his nose for him, and in the end had to dress him herself. We kept ringing him before the photo-shoot to say: "Remember, Pete – underpants first, trousers second", but did he remember on the day? Ed.

VICTOR MATURE WRITES...

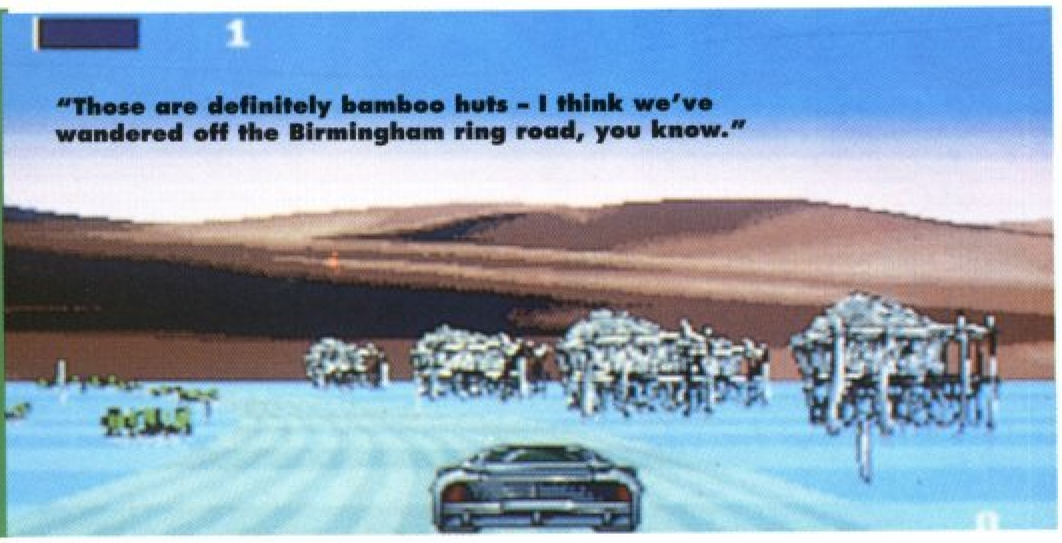
Yes, Jonathon Day's letter in Issue 28 just about sums it up. The way you make a joke about anything and everything. Why can't you put your alter-ego aside and give the readers a chance to...
Stuart Barratt, Coventry.

Whoa, sorry about that Stu – we're out of space. Never mind, readers – suffice to say, Stuart goes on to praise the name of ZERO to the high heavens before advising you all to take out a 50-year subscription like he has. Thanks again, Stu – always good to hear from a fan.
Ed.

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

JAGUAR XJ220S

Since he claims to handle fast, low sports-cars as if they were an extension of his body, *Martin Pond* was first away at the lights when it came to previewing Core Design's new supercar racing sim. Sadly, after many hours making unconvincing brrrmm brrmm noises, he finally succumbed to car sickness.



"Those are definitely bamboo huts – I think we've wandered off the Birmingham ring road, you know."

WHAT'S WHAT

TITLE	Jaguar XJ220 Sports Racing
PUBLISHER	Core Design
FORMAT	ST & Amiga (1 Meg)
PRICE	Tba
RELEASED	April

Racing games have been knocking around for as long as there have been computers to play them on – ever since AdaSoft bought out Traction Engine Challenge for Babbage's Calculating Engine. Now, Core Design have vowed to produce the definitive version of this grizzled but much-loved genre. All the usual features have been fitted as standard, with a few extras thrown in. To add to the excitement, the animation is faster and smoother than that of its rivals, despite a plethora of on-screen sprites.

Work is being carried out by the same team who produced *Thunderhawk* last year, and should be completed on time for an April release. The game takes the form of a sprite-based road racing game, spotlighting Jaguar's new dream car – the XJ220. You compete against a load of other vehicles which are also from the higher insurance brackets – Ferraris, Porsches, Lamborghinis and the like.

The race itself takes you around the world, visiting 12 countries in all. Each country is broken up into six stages – that's 72 stages in all, yes, count 'em, 72! Local conditions vary from stage to stage, depending on the geographical location. You'll have to contend with all sorts of adverse weather conditions, such as pea-souper fogs, ice, snow, rain, sandstorms, tidal-waves, fire, brimstone, plagues of locusts and frogs, and, worst of all, unpredictable side-winds.

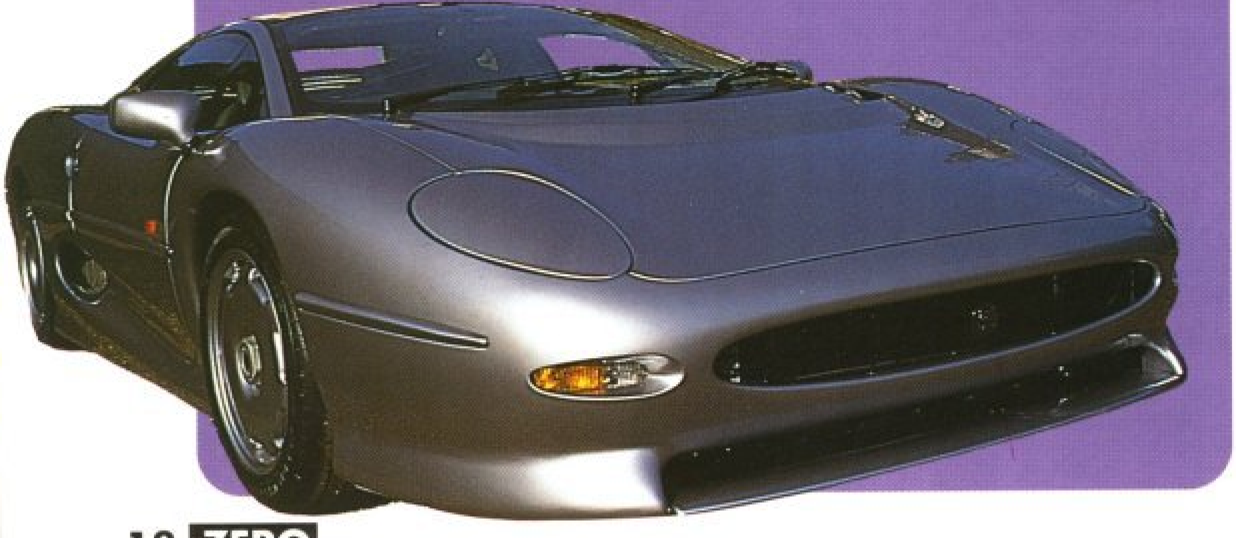
Your car's road-holding ability is also affected by various hazards on the road, including wet leaves, fallen rocks, puddles, small children ignorant of the Green Cross Code, and fragile, dewy-eyed woodland creatures who wander out on the tarmac unaware of their impending doom.

The local colour of each country you travel through is also reflected in the roadside sprites. You can probably expect grubby, long-haired hitchers, police radar traps, and pavement pizzas on the UK section, and cuckoo clocks and little men in leather shorts slapping their thighs in the Swiss one. There's also a number of extra features to keep you on your toes, including waterfalls, tunnels to drive through, cliffs to fall off, bridges, mountain passes and dodgy motorway food. At certain points, you can even risk scratching your paintwork by playing chicken with the cross-traffic.

YOU *NEED* WHEELS

Where are all the right-on car sims? The ones which place you behind the wheel of a fuel-sipping Honda Civic, nipping about town being considerate to other road users and filling up on unleaded. They're not here, anyway – following the ongoing trend for fast, low, sporty models, Core Design has chosen Jaguar's latest four-wheel-drive supercar for this sim.

Grown men wept when the XJ220 first appeared at the October 1988 British Motor Show – it was designed with limited production in mind, and has a street version of Jaguar Sport's turbo-charged 3.5 litre racing engine, giving it a top speed over 200mph. Its design combines modern lines with traditional Jaguar styling. What an engine! What bodywork! What a car! Blimey, I think I'd better go for a cold shower!



SPORTS RACING

ON THE ROAD

The first section has you setting off from rainy old Derby and travelling up to London via scenic Hull and the Humber bridge. Forget about your Highway Code and your 30mph speed limit in built-up areas. Experience the thrill of travelling through the winding country lanes and inner cities of England at speeds that only off-duty policemen and members of the Royal Family could ever hope to get away with. Next is a race from Zurich to Bern in Switzerland. This should be a standard forest, snow, mountains section.

Third port of call is the US – the section starts off motoring through the night-time cityscape of San Francisco, carries on through the deserts of Nevada and ends up in a 'cross-windy' Chicago city. The Canadian leg follows – you motor from Quebec to Anchorage in Alaska. You'll have to stay one step ahead of the Mounties as you ignore all speed restrictions on the perilously icy mountain roads.

The Japanese part of the race takes you from Sapporo through Akita, with its attractive-sounding, tree-filled planes and lotus blossoms. Then it's on to Osaka, where you can rev your engine unnecessarily and upset the tranquility of the local temples.

The Indian section takes you from Delhi to Calcutta, via Bhopal and the marshes of Bhagalpur. Next up is the China leg, taking you from the port of Shanghai to the K2 area of Tibet (time to fit your snow chains). There's also a paddy fields stage, with waterlogged fields full of Uncle Ben's finest. Should you be cut up and run off the track by one of those bullock-drawn carts, you could well find yourself up to your wheel-arches in smelly old ox pooh!

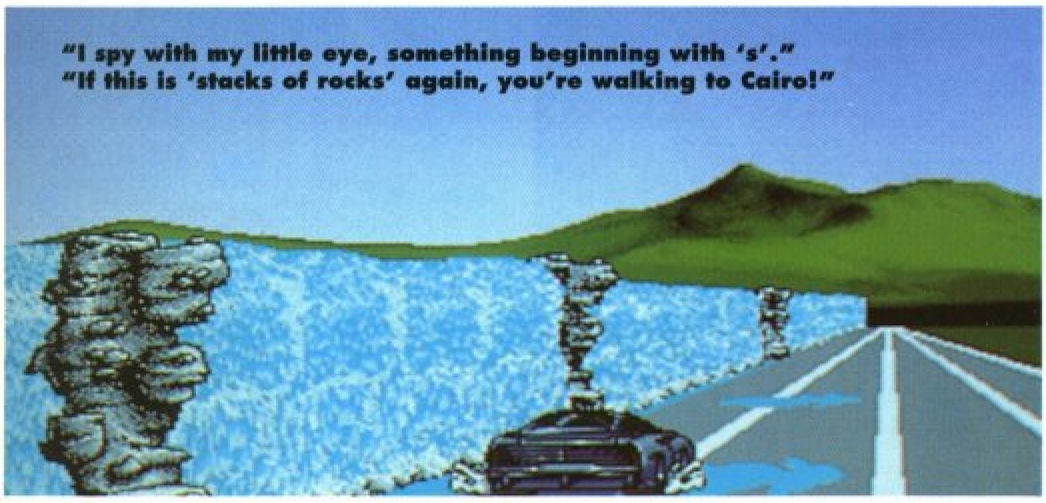
The next section is set in the former Soviet Union. You begin on the streets of Moscow, jostling for pole position with Skodas, Trabants and other performance cars of the Eastern Bloc. Finish point is the Port of Odessa – expect scenery featuring lots of rain, snow, and Spud-U-Like franchises along the way.

Then comes a tour through the industrial heartlands of Germany, from a permanently smoggy Stuttgart to the city of Berlin. Our bullet-headed, Teutonic friends know a thing or two about driving, and most of the journey takes place on their marvellous autobahns, where the only speed limit is set by the laws of physics. Hurrah!

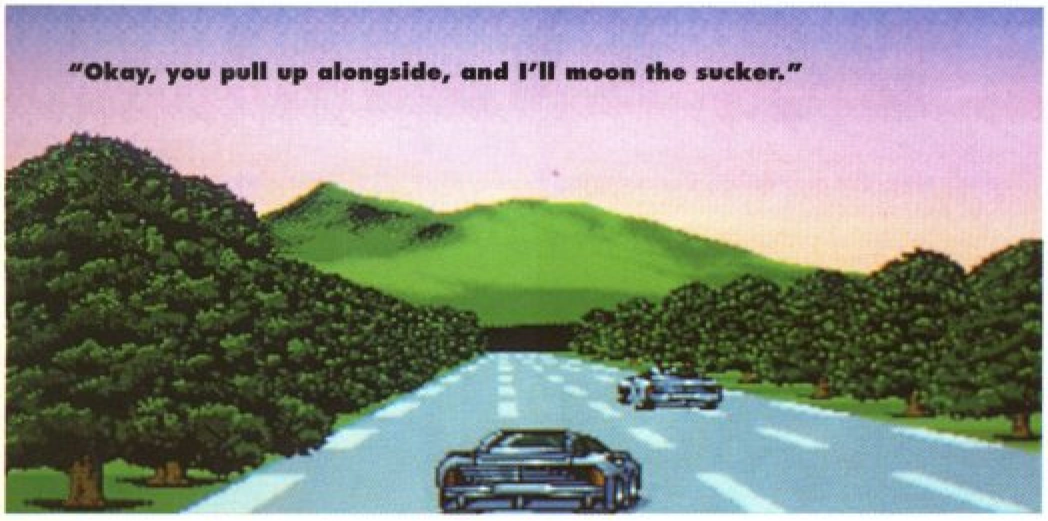
The French leg starts in Paris, takes you through the forests of Le Mans and ends on a spooky night section in Marseilles. Look out for the roadside sprites depicting local farmers as they 'slam in the lamb' at their impromptu barbies on the hard shoulder. After that, you cross the Atlantic for a spin around South America. The route takes you up and down the Andes, frightening the llamas as you journey from Caracas to La Paz along the mule tracks.

Finally, the last section takes place in Africa, runing from the pyramids of Cairo to the Kalahari desert. As you can imagine, key words here are sand, and, er... sand. However, if you do manage to finish this bit without dying of dehydration, your odyssey is at an end – time to go to the lav and stretch your legs before the journey home.

There you have it. From what I saw of the game, it seemed as smooth and fast as that bloke out of the Nescafé ads. *XJ220* won't take any prizes for innovative concepts, but if you don't own any racing games, it might be worth forking out for this one. It'll certainly be cheaper than coughing up 350,000 smackers for the real thing! STOP



"I spy with my little eye, something beginning with 's'."
"If this is 'stacks of rocks' again, you're walking to Cairo!"



"Okay, you pull up alongside, and I'll moon the sucker."

DRIVERS' VOCAB

As the crossing of borders is so much a part of this game, you will often find yourself driving through non-English speaking countries. Here are a few phrases which should help you communicate with your fellow road users in foreign lands...

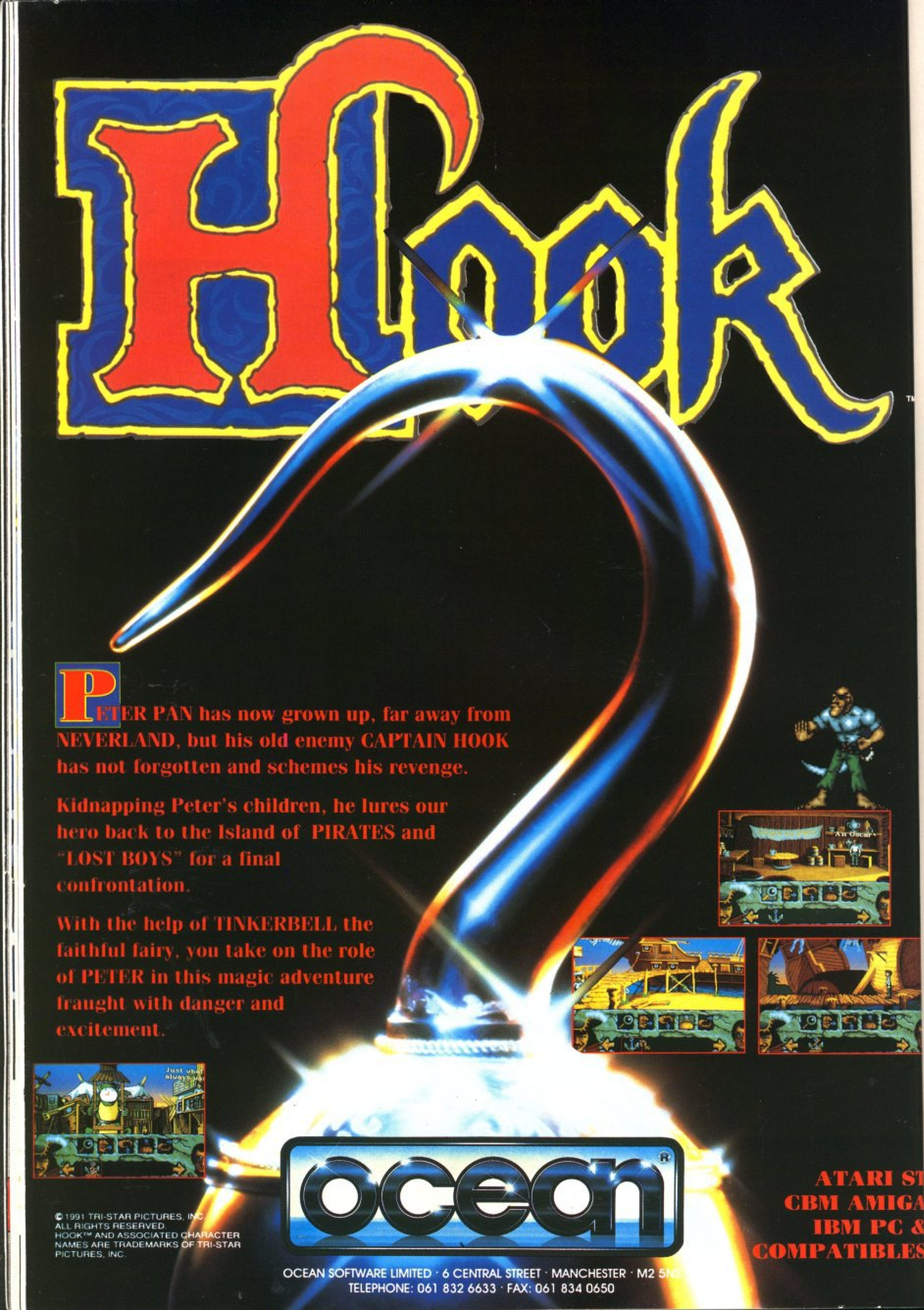
G Get off the road, Grandad!
Kehrt ab von der Straße, Großpapa!

H Oi! Get some glasses, dopey.
Juj! Tedt fel a semuveged, buta.

I Hey, Guido! This car's British-made, get off my road.
Ao, Guido! Questa macchima ´e fabbricata in Gran Bratagna, togliti dalla mia strada.

F Hurry up, Mr McGoo!
Depechez-vous, Monsieur McGoo!

S Eat my dust, bum-face.
Toma polvo, cara-culo.



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ZERO reviews

CRITICS' CORNER

It's on our cover, we've given it a three-page review, it's totally brill, and now it's going to get even more coverage here in Critic's Corner. Don't get us wrong though, it's not that we're botty-licking to Ocean or Maxis, it's just that *Sim Ant* is an 'experimental' kind of a game. It's up to the player to do what he or she feels like doing, so it's like a personality test – and all our critics have to play the game. Each 'go' lasts for five minutes, after which the next critic takes over. And so on. (Character analysis at bottom of page.)



David Wilson: David dug the Queen a little nest, started her egg-laying cycle and then led his newly hatched, personally controlled worker-ant up to the surface. "Aha, loads of little rocks," he exclaimed, and began picking them up and moving them around. Before long his ant had constructed a rather large mosaic depicting a Fifties American car with large tailfins and white-walled tyres. David slumped back in his chair, looking quite pleased with himself. Suddenly the screen flashed and said "Your Queen is starving". David cussed loudly and raced his ant towards the nearest food supply, but his five minutes were up.



Amaya Lopez: Amaya took control. "What's that stupid American car doing by the nest hole," she yelled. "And what's that 'starving queen' message doing on the screen?" As we know, David had been busy with the stupid American car. "Damn," said Amaya, "The game'll be over for everybody if I don't get food quickly!" And so she started a food run. Backwards and forwards, backwards and forwards to the nest, carrying one bit of food at a time. After several minutes her efforts had paid off: seven newly hatched black ants emerged. "Great," said Amaya, "Now I can attack and kill something." But she couldn't. Her time was up.



Martin Pond (007): Amaya's food run had resulted in a strong scent trail, which meant that all ants hatched could be left to their own devices – food collecting would be orchestrated and the whole reproduction and feeding cycle would be on auto-pilot. "That's the ticket," said Martin, "It'll leave my lad free to indulge in a bit of espionage..." and with this he led his ant forward, inch by careful inch, until the red nest was in view. He spent four minutes memorizing every move the enemy made. He counted their troops. He made a note of the positions of large stones. Then he got eaten by a spider. (His go was over anyway.)



Toby Finlay: A new ant hatched, and this time it was a soldier, with big, mean looking mandibles. Toby decided it was time to launch an attack on a woodlouse. "That's not very nice," cried the others. "I only want to discover my strike capabilities," he replied defensively. The others tutted, but Toby ignored them. Having reached the surface, he started his search. He travelled up the screen and he travelled down the screen – up, down, up, down, up down, up, down. After an uneventful five-minute trek he realised that woodlice were like buses and taxis: always around when you *don't* want them, but never when you *do*. Next please...



Tim Ponting: Power-crazed Tim decided it was time to get the 'staff' sorted. "I've counted all the globules of food, I've counted all the ants, and I've come to the conclusion that one of them isn't pulling its weight," he announced. The others wondered what he was going to do about it. "Isn't it obvious?" said Tim, "I'm going to give it its marching orders... I'm going to fire it. That one, look, it's doing nothing." The others explained that there wasn't an icon which allowed you to sack your ants. "I have my methods," said Tim, and using the 'choose ant' command he made the lazy insect walk into the spider's mouth. Paul's turn!



Lord Paul Lakin: "Oh dear," said the posh vexillologist, still reeling from the cold-bloodedness of Tim's act. It had been an execution really, and Lord Paul found such things eminently distasteful. He thought about his ancestors, toffs the lot of them, many of whom had had their heads chopped off. "I'm going to hold a memorial service for the ant that just died," he said, and that's just what he did. Taking a leaf from David's book he constructed an RIP flag from the small stones and then gathered all the black ants together for a two minute silence. (But he only had time for a 30 second silence before it was Duncan's turn.)



Duncan MacDonald: Duncan's cheating tendencies were aroused when he discovered the 'experiment icon': it was a mode allowing him to do *exactly* what he wanted. First he built a large arena, and then led the red ants to it by manually laying a red scent trail, from their nest. Once they were inside the arena, he slowly poisoned them with insecticide. But the red Queen was still alive, so he 'created' some black ants. He made 200, tripling his army, and led them into the red nest where they killed the Queen. (He helped, using more insecticide.) "There," he said, "I've won the game." (The word 'win' we leave open to judicial interpretation.)

THE SIM ANT CHARACTER ANALYSIS: David: A forgetful yank car freak. **Amaya:** Pragmatic if necessary, with violent leanings. **Martin:** Born to be a not very good secret agent. **Toby:** Useless at finding things. **Tim:** An efficient bast. **Lord Paul:** A flag-loving toff with a heart of gold (God bless him). **Duncan:** A cheating git.

WHAT'S WHAT

Still confused by our simple but perfectly formed scoring system? Just read this column and get clued in...

GRAPHICS 75	ADDICTIVENESS 87	OVERALL 75
SOUND 40	EXECUTION 80	

Games are marked out of 100 on on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. Every now and then, 'Mad' Mike Gerrard may also make up certain score criteria for obscure adventure games. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Occasionally, if a game needs 400 disk changes every pico second, it'll be given a special **HASSLE FACTOR**, which is marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is a page devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um, well... rather cheap, actually.

SIM ANT



Sim City was absolutely fantastic, as you're probably all aware, while Sim Earth was a bit more 'complicated', wasn't it? Well, now we've got Sim Ant, the third in the Maxis trilogy. So will it be uncannily playable and addictive, or will it be a giant graph with all numbers on it? Duncan MacDonald finds out.

Ants. Love 'em or loathe 'em, there's no getting away from the fact that there are 10,000,000,000,000,000 of the little basts on the planet. It's a big number, isn't it? It's such a large figure that most people can't get their heads around it, but never mind, there's another way. Think about it like this: the combined weight of all the ants on Earth is greater than the combined weight of all the humans on Earth. (*I guess you're not counting Pavarotti as a human then. Ed.*) Scary, eh? And think about this: 500,000 ants weigh one pound. So for every human there are 80 million ants. Yup – we're outnumbered 80 million to one by the blighters. It's just as well they can't use machine guns, isn't it?

BACKYARD BAT



A Here's your starting patch. You want to move your colonies towards the house, patch by patch. It's a bit like the *Blockbusters* Gold Run really, except you don't need to talk to Bob and answer any of his stupid questions.

B Unfortunately, you're not the only insect with the house as your goal. This red square is the position of the red ant colony – and wouldn't you just know it, they're nearer the house than you already. Basts.

C This is a dog. Bast.

D This is a cat. Bast.

E This is the bloke who owns the house and sometimes mows the lawn. Bast.

ZERO HERO

In *SimAnt*, you play a black ant. Your starting point is an area of turf at the back of a suburban garden, and your objective is to breed flying queens which spread your colonies across the lawn and into the house. Take over all the squares and you win; the humans are all driven away.

WHAT'S WHAT

TITLE	Sim Ant
PUBLISHER	Maxis/Ocean
FORMAT	PC/Amiga
PRICE	£34.99/Tba
RELEASED	Out now/Tba

TTLEFIELD

F These are some of the icons you'll need to click on during the game. There are loads of other icons as well – every screen is chock-full of the things. Basts.

G This is the house itself – or a cutaway version of it, so you can see what's inside. Look – a kitchen. A fridge! A fridge! A fridge! (*I think we get the message. Ed.*)

ICON SEE WINDOWS

Sim Ant is mouse-controlled and a 'point, click and drag' affair throughout, with more pull-downable interactive windows than you could shake an overweight aardvark at. This may sound daunting to the uninitiated, but don't panic – although it all sounds enormously complicated in theory, in practice it actually couldn't be more straightforward. It's as easy as falling off a skateboard... honestly. Twenty minutes learning time at most.

Now I could explain exactly what every icon does at length, but it'd be a bit boring, take up a hell of a lot of space, and to be quite honest, it wouldn't give you a real idea of the game anyway. Still, for those hardcore icon fetishists among you, here's a look at just one.



This is the GOTO SPIDER icon. Click on it and the main top-down view will instantly centre on the spider – wherever it might be in your current patch. But is it anywhere near you? That's another story (or another icon, anyway).

So there you go. One icon explained and the existence of another hinted at. If anyone ever says the staff at ZERO don't treat you right, you just tell them they'd better think again, eh? Let's get on...

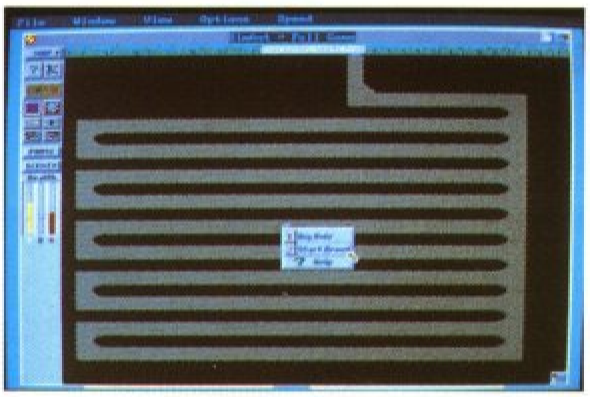


At some point, you're going to have to jump in and take control of your first colony – so let's do it now, shall we? Just a quick note to stop you getting confused: any ant under your control is yellow, not black. This is simply so you can see which one you are, as at times the screen is full of black ants. Okay? Right, in the following game, the garden patch starts with one black queen (you, in yellow) and one red queen (the computer, in red). No other ants. The best idea for both of you is to get breeding as soon as possible, so you've got to find a good place to dig a nest. Once you've done that you... well, let's see, shall we?

DEATH OR GLORY

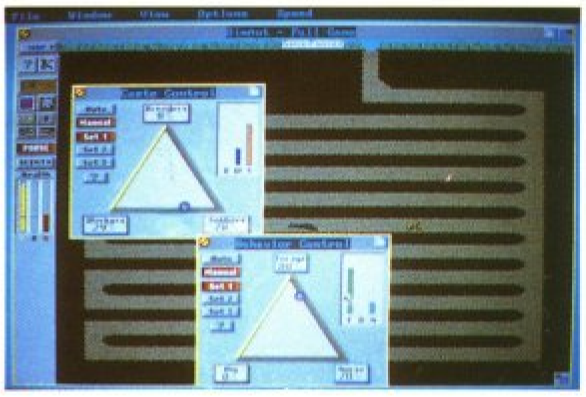
1 Enter the black queen (ie yellow, because she's under my control). First of all, I have to find a sensible place to dig a nest, and a sensible place to dig a nest has got to be near some food, hasn't it? Right, well that's what those little green blobs are – bits of food. So I'll just get a bit nearer and then go for it. I'll have to be careful of small pits though, because they contain ant lions: voracious ant-eating insects. The game will be over before it's even started if I get eaten now.





2 There – I've dug a nest, even if I might have gone just a little bit over the top (the computer-controlled queen probably didn't waste time digging an underground car park). Still, it's done now, isn't it? All that manic burrowing might pay off eventually. So it's time to start the brood – and the first ant 'hatched' will be me. It'll be under my control – it'll be yellow. The queen will turn black and will be on autopilot, laying eggs and things on her own. All she needs is food. Get the idea?

3 I am now a worker. Dammit! I wanted to be a soldier. Oh well, never mind – a quick click and we've got the Caste window in view. Moving the pointer around the triangle, I've instructed the queen to lay 70% soldiers and 30% workers. Another click and we've got the Behaviour window in view – 80% of all black ants produced will now forage for food, while 20% will nurse the larvae. No ants will dig – the nest is quite big enough for the moment (and for the next trillion years, actually).



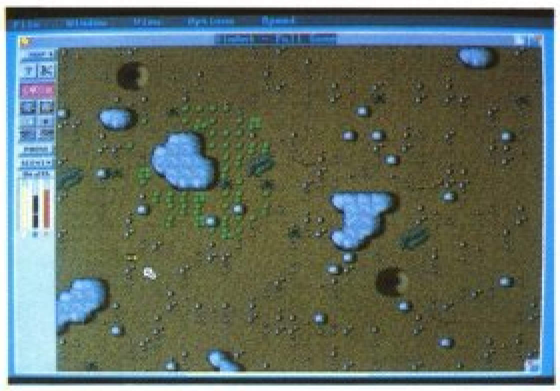


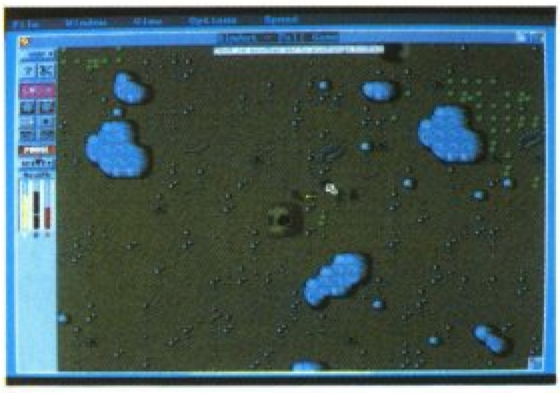
4 Smart – sunlight. And there's the food – right next to the nest. What's more, the red nest is miles away, so it's easy pickings time, just travelling backwards and forwards with bits of food in my mandibles. Mind you, in a few minutes the red queen will have hatched some competition, so I'd better get my skates on if I want a comfortable lead. Only one thing could go wrong right now, and that's for the spider to come along. (*I can't bear to look. Ed.*)



5 Bast! The complete and utter eight-legged bast. There I was, on my way back to the nest for the first time, with a bit of food in my mouth, when zammo! – he was on me like a ton of bricks. It's so blatantly unfair and unsportsmanlike. How could a humble worker ant outrun an arachnid? It's like Patrick Moore taking on Kriss Akabuse in the 100 metre hurdles. Still, death's not final in *Sim Ant*. Time to be reborn, I suppose – hopefully this time I'll be a soldier ant.

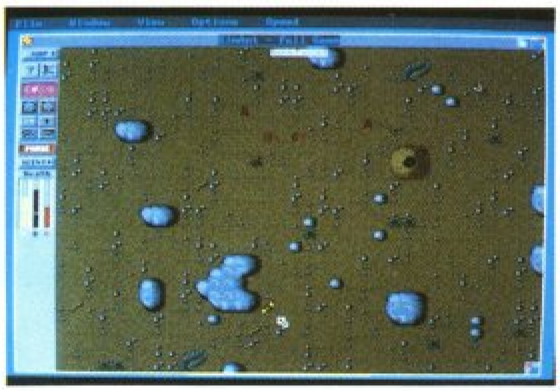
6 Damn! I've been reborn as a bloody worker again. Oh well, the spider should be digesting his last meal (ie, me), so I won't have too much trouble on the next few 'sandwich runs'. (That's what we ants call it when we run around collecting and delivering food: a 'sandwich run'. It's pretty obvious why we call it that, so I won't bother explaining. In fact, I don't know why I bothered telling you in the first place... to break the monotony, I guess. This part's a bit of a chore, to be honest.)

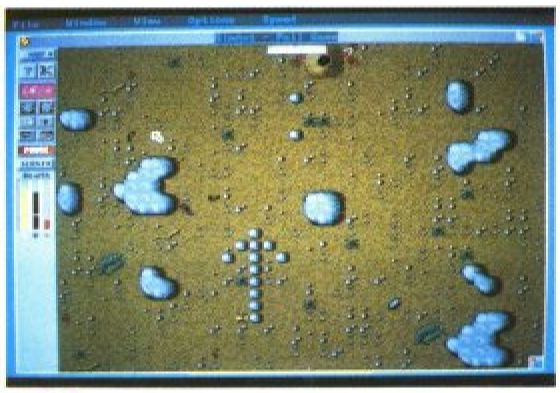




7 (*Five minutes later*). If I ever see another bit of food, I'll do my nut – I really will. Backwards and forwards with the stuff... backwards and forwards... backwards and bloody forwards. And do I get to eat any of it? I should cocoa. Do I get any thanks? Ha! There is good news, though – our queen has given birth to loads of ants, so I can transfer myself to the body of a soldier. Point and click. Hurrah! The sandwich run is for the saps. I'm off to the fray. Death Or Glory, Who Dares Wins!

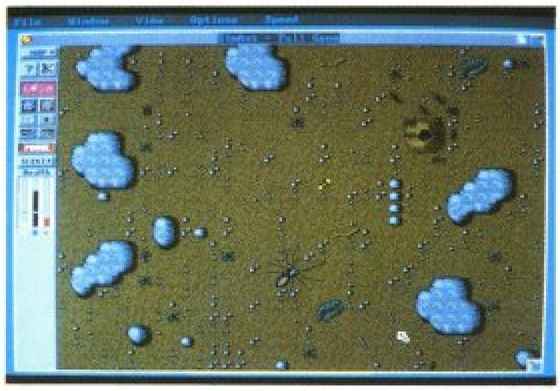
8 I don't much like the look of this – I appear to be seriously outnumbered. I was expecting maybe a skirmish with a couple of workers or breeders and then straight down into the nest for a toe-to-toe with the red queen. She's not unbeatable, you know (big abdomens aren't the be-all and end-all). I could have earned a medal if I'd won that fight, and maybe a promotion. I'd have been Flight Lieutenant... Flight Lieutenant... er, oh. I haven't got a name. I know, I'll be called Sandra, that's tough.





9 Yes, Flight Lieutenant Sandra – I like the sound of that. I can still pull this caper off, you know – I could kill the red queen with my bare mandibles. I just need a bit of back-up to get inside her nest. Ten or twenty black soldiers should do the trick, but the saps are still hanging around with the workers, shunting all that bloody food around. I've got to attract their attention somehow. Aha! These little rocks are quite light. I'll make a cunning 'they're over there' arrow, and then wait it out.

10 Where are the reinforcements? They couldn't have missed my arrow, surely? If only I had a signalling device which would allow me to recruit an attack party made up of as many allied ants as I desired. (*You have, you have. Ed.*) I'm not going for the lone death or glory bit, because it's going to be death. I suppose I'd better go back to the others – what a let down. Ah well, at least I can join the defence regiment, that's better than nothing. (*Behind you, look behind you. A pantomine audience.*)



PC

Duncan: ***Sim City*** **was like a drug – you got hooked on it. If you've played it, I'm sure you'll go along with me.** ***Sim Earth*****, I have to admit, I never really went for – the screenshots on the back of the packaging put me off. Complex or what? – and I'm a bit thick, when it comes right down to it. So** ***Sim Ant*** **had me worried – could I pull it off? Here's exactly what happened.**

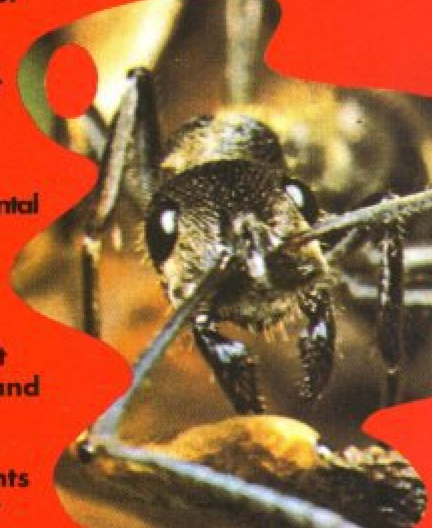
STEP ONE: I loaded ***Sim Ant*** **up and clicked on things to see what they did. It was six o'clock in the evening.**

STEP TWO: I discovered what they did. It was six-twenty.

STEP THREE: I became completely obsessed. I ***was*** **an ant. I made my first little barrier out of rocks. I quashed an incoming tide of army reds by leading a spider towards them. I discovered why it was useful to keep pebbles inside my nest. And more.**

STEP FOUR: I won my first game – it was six o'clock in the morning. I finally went to bed at seven and slept until lunchtime. (***And then watched*** **Home And Away.** ***So nothing unusual there. Ed.*****)**

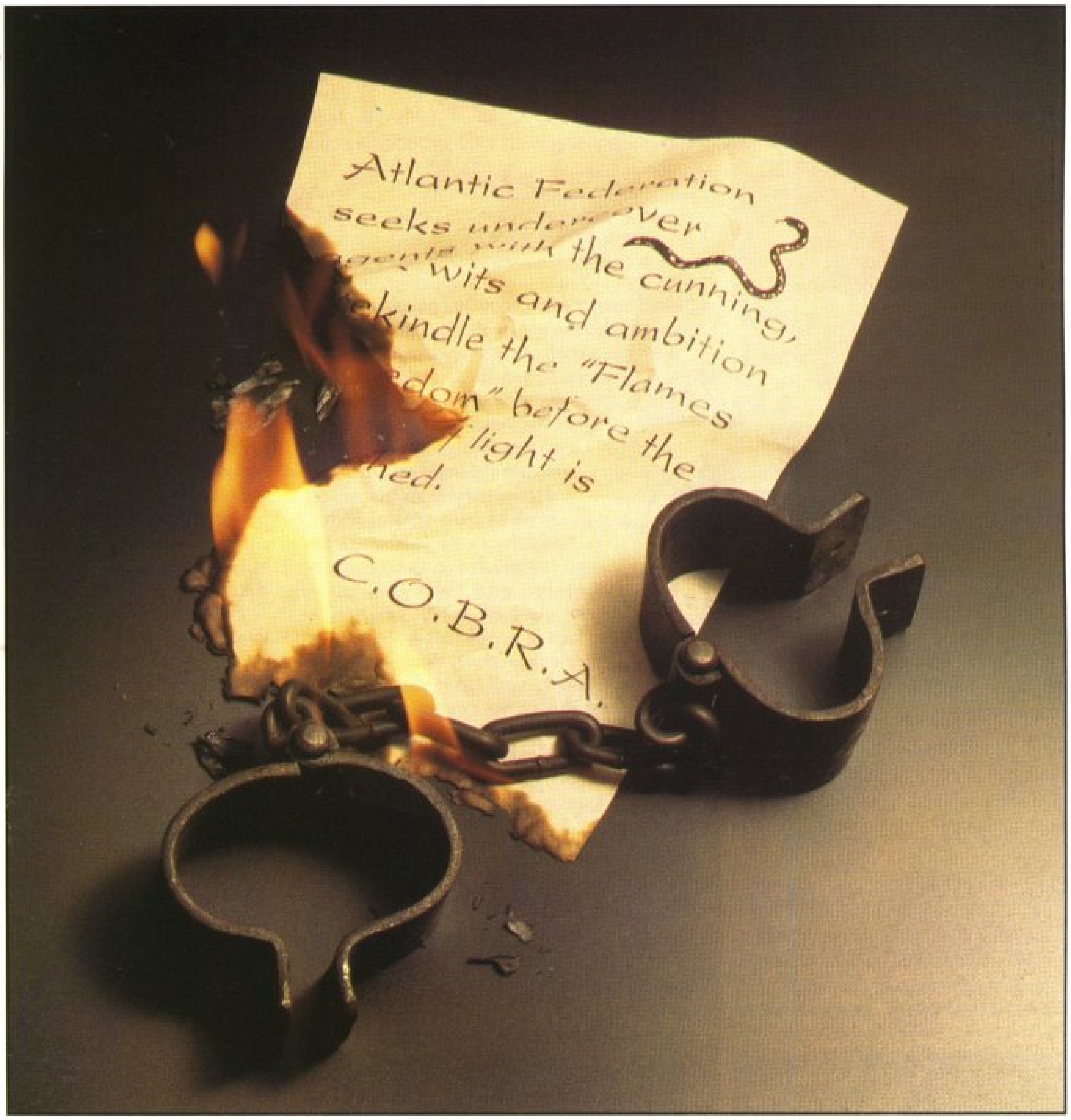
And I've been hooked ever since, even though I've already finished the game several times. It says in the manual (which is excellent, if a little corny) that "***Sim Ant*** **isn't a game, it's a software 'toy' – a backyard filled with ant colonies." And it's right, of course. Whereas** ***Sim City*** **never really ended,** ***Sim Ant*** **ends quite often, but always in a different way. There's even an Experimental mode, where you can build ant arenas and mazes – place as many ants of either colour wherever you want and then test them, or just kill them. Whatever. It's a** ***Sim Ant*** **construction editor, basically.**



What more can I say? I've killed real ants in every way imaginable: flaming petrol, boiling water, magnifying glasses, gunpowder and loads more besides, but ***Sim Ant*** **has proved to be the most fun of all. And even Buddhists can enjoy** ***Sim Ant*****, because nothing** ***really*** **dies. Brilliant stuff – legendary almost. (*****Alright, alright, no need to go over the top. Ed.*****)** STOP

GRAPHICS	93	ADDICTIVENESS	94	OVERALL 93
SOUND	80	EXECUTION	93	

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review

HARLEQUIN

The only member of the ZERO crew stupid enough to think that Gremlin's new platform game was about five motorbikes born simultaneously, *Toby 'Doctor' Finlay* probably wasn't the most suitable choice when it came to reviewing *Harlequin*. But we made him do it anyway...

ZERO HERO

"Harlequin /'ha:likwin/originally a stock character in Italian comedy, a witty servant, always in love, always in trouble, easily despairing, easily consoled... usually wearing a mask and parti-coloured tights." Hmmm... this dictionary definition makes him sound like Todd from *Neighbours* to me (apart from the "Italian comedy" and "witty" bits. I'm not sure about the tights, either, but it wouldn't surprise me...) (*Get on with it, Finlay. Ed.*) Still, thousands will be delighted to know that the rather crap Australian doesn't feature too heavily in Harlequin, Gremlin's stab at outright *Weird Dreams*-style, er... weirdness wrapped up in a familiar game format. This 'familiar game format' happens to be (as you may have discerned from the intro) a platform-based arcade adventure. As for the weirdness, well... I think I'll just read you a snippet from the press release. Are you sitting comfortably? Right then: "In the far-off forgotten corner in the expanse of imagination, there is a fantastic world called Chimerica. A living, breathing amalgam of dreams and distant memories, conceived for the sole purpose of exploration and discovery."

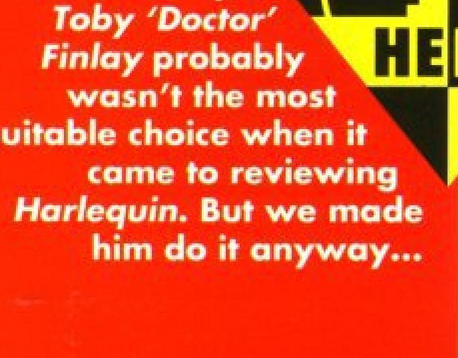
What? You feel sick already? Well, in that case, I suppose a paraphrase will have to do. Chimerica is a dream-world which had a population of one. Cast aside any initial resemblances to Telford, because this world is skill – there's no government, no Poll Tax, no crime and no Catchphrase. The sole inhabitant of Chimerica was named Harlequin, but he's long since moved out. He was just a kid, you see, so when he finally reached adolescence and discovered ways to induce much more entertaining dreams, he had no further need for his imaginary solace. Sadly, like most 'civilisations', with no population Chimerica started to wither and die. Let's see how the press release put it... ah, yes. Erm... you'd better hold onto your stomachs, though: "With the prospect of no salvation in sight, Chimerica's sadness deepened until one day its heart broke and everything was silent." (Bleeuurghhh! Ed.)

Okay, now we've got that out of the way, I can tell you about the actual game. Older and wiser, Harlequin has returned to Chimerica. He witnesses the damage and vows to restore the land to its former beauty. And this is where the game begins. Starting outside the clock-tower, you control the pyjama-clad Harley – your initial objective is to open the tower door. This is done by locating a switch somewhere in the level. This wouldn't be too tricky, but while Harley's been away some nasty squatters have moved in and are doing their best to stop him restoring order. Here, the designers obviously had a problem:



HARLEY'S BOX OF TRICKS

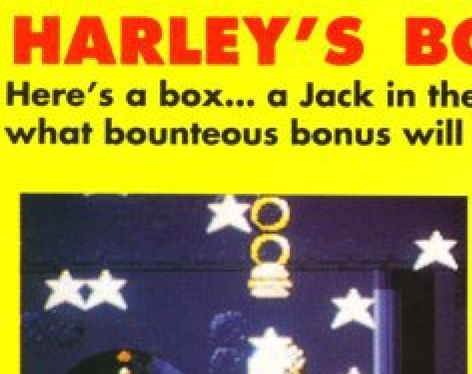
Here's a box... a Jack in the box. If Harley opens it up, what bounteous bonus will we find inside?



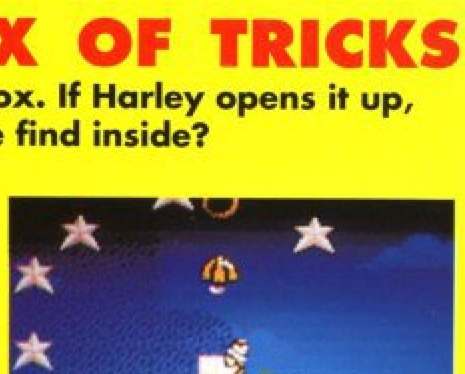
A Burger: It's our old friend Mr Burger. He'll give you a dose of extra energy.



A Brolly: Here's Mr Brolly. He'll break your fall for you – what a helpful chap.



Space Hopper: Gives Harley that extra bounce.



Heart: Have a heart. This'll boost your fire power.



Designer One: Harlequin's a nice family game, but we need to appeal to the mainstream gamer as well.
Designer Two: Yes, and they all like to shoot, maim and kill things.
Designer Three: But we can't have a boy in a dream-world equipped with a Kalashnikov and a grenade-launcher.
Designer One: What about letting him throw pyjamas over his enemies and call them names?
Designer Three: Don't be a prat, we'll give him a weapon which is deadly, but still unbelievably nice.
Designer Two: What about an armoury of nuclear hearts?
Designers One and Three: What a smart idea! It's a wrap!

But the hearts aren't enough to exile the baddies, so you'll find boxes scattered around which contain special bonuses (check out the screenshots) which come in jolly useful. Oh, and if you're the type of person who gets tipsy on lemon tea, there's a built-in help feature at various stages. Gosh, I'm just itching to tell you how skill it all is. Why don't you come with me to... The Review Zone! (Dee-doo, dee-doo, dee-doo, dee-doo...).

WHAT'S WHAT

TITLE	Harlequin
PUBLISHER	Gremlin
FORMAT	Amiga/ST
PRICE	£25.99
RELEASED	Out now

Toby: "Oh dear," I thought when I'd read the instructions. After all, that old crap about "distant cloud kingdoms floating magically above the horizon" is enough to put anyone off their lunch. But they don't call me 'Foolish Finlay' for nothing. (*We don't call you 'Foolish Finlay' at all. Ed.*)

And foolish I was. Once the game had loaded, the only time I muttered "Oh dear" was when I frequently died (except I didn't actually say "oh dear", I said... er, well... you can use your imagination). The screenshots don't really do the game justice – sure, the graphics look nice, but when they start to move they're brilliant.

The animation's smooth and fast, and there are loads of neat touches. For example, if Harlequin stops after a bout of strenuous activity, he starts to pant and his chest heaves. Okay, so it's not much, but it's little things like this that make the game stand out from the rest. The hint system's another – sometimes a lightbulb appears, and if you wait a bit... a clue manifests. Admittedly, the clues are things like "If only I could get this door open" – as if you couldn't work that one out for yourself – but it's the thought that counts.

Tell you what – let's use a metaphor to see how each aspect of the game scores, and then convert it at the end. What about a sport, like, erm... bowls? (*No. Ed.*) Golf then. (*Alright, but it'd better be good. Ed.*). Right, so it's a birdie for the graphics and parallax scrolling. The sound though, while excellent in places, isn't quite as good. The music's diabolical, but there are some superb spot-effects, such as Harley's "Wheeeee!" squeal of delight as he jumps from platform to platform (or, in my case, misses and plummets to his doom). However, the music puts a slight slice on the putt, turning this into a bogey, I'm afraid. (*I'm beginning to dislike this metaphor. Ed.*)

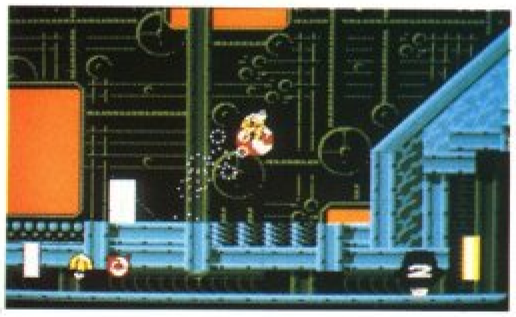
When it comes to playability, *Harlequin* gets a hole in one. (*Stop right there. Ed.*) The joystick response is perfect – Harley whizzes around the screen without a hitch. The game demands some pretty sharp manoeuvres without being overly difficult, and levels have clearly been planned so as to guide you gently into the game before annihilating you.

I should really bring up the bad points now. Yes.... bad points... (*Sound of someone frantically trying to locate a bad point.*) Swipe me, I can't find any.

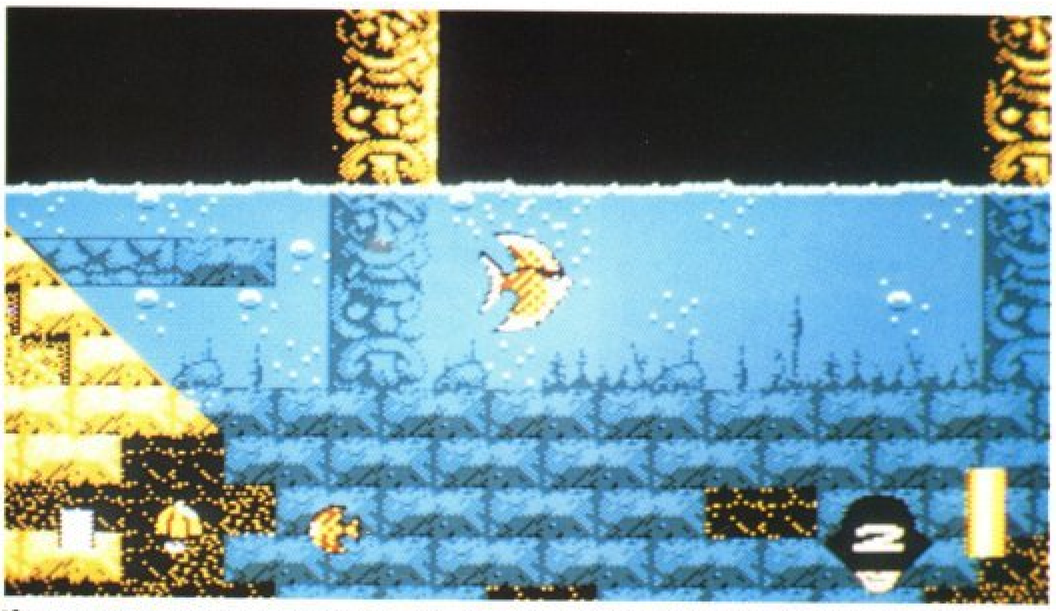
GRAPHICS 91	ADDICTIVENESS 93	OVERALL 92
SOUND 88	EXECUTION 92	



The umbrella lets you fall to your doom slightly less quickly. Mind you, from the look on Harlequin's face when he's falling, the pointy bit of the umbrella must be lodged somewhere pretty painful.



You must remember those orange, bouncy round things – you know, Space Hoppers. Well here's Harley riding one. It's quite realistic actually – in the game you only get it for a few seconds, which is exactly how long you could use them for in real-life before they burst. Spooky, huh?



If you want to go deep-sea diving, you've got to look the part. Angel fish, heavenly game. Wow.


DOMARK

SHADOWLANDS

What's an RPG? Are there any similarities between *Shadowlands* and *Dungeon Master*? What's Photoscape? Why did nature design the banana so that it was curvy, instead of straight like a cob of corn? *Duncan MacDonald* answers all these questions and more during his review of Domark's *Shadowlands*.

WHAT'S WHAT

TITLE	Shadowlands
PUBLISHER	Domark
FORMAT	ST & Amiga/PC
PRICE	Tba
RELEASED	March/Tba

Q: What's an RPG?

A: Well, RPG stands for role playing game – a game where you play the role of a person or persons, generally in a world populated by orcs, goblins and skeletons. They're funny old things, RPG's, being a little bit on the 'specialist' side, and not really having much in the way of what you would call mass appeal. The reason for this 'specialism' is that your hardened RPG player doesn't demand fantabulous graphics (or sound), because he supplies his own – from his head. If RPG'ing was a mental disorder, it would be schizophrenia.

"Well, if flash graphics and sound are produced by the player's brain, then we needn't bother putting them in to begin with," that's the line of thought followed by most producers of this type of game. As a result, most RPG games have been crap to look at and crap to listen to, and the letters RPG have been an indelible stamp saying: 'Do not buy, do not buy' to all but the most fanatical Tolkien/Yes/Roger Dean poster fiends. Until *Dungeon Master* came along, that is. And then *Eye Of The Beholder*. And then *Heimdall*. And now *Shadowlands*. Crap RPG graphics are a thing of the past.

Q: Are there any similarities between *Shadowlands* and *Dungeon Master*?

A: Yes. The game, for the most part, is set in dungeons. You control a party of four adventurers, whose aim is to navigate the labrynthine network on their journey to the lower depths. There are monsters and puzzles akimbo, so application of logic, fighting skills and a bunch of magic spells are required.

Here are the differences. The viewpoint is isometric, as opposed to first person – it's like *Heimdall*, but without the bright colours, large sprites and cartoony finish. The characters can be split up and controlled as separate entities – they can even be independently controlled while on different levels. And *Shadowlands* contains a revolutionary new system called Photoscape™.

GETTING INTO CHARACTER...

The four character portraits are the tools you use to control your team. Here's a brief guide to how you can make them do exactly what it is they need to do...

a This is the head. If you see something you want to read, click here and then click on the item of interest, be it a signpost or whatever. The same thing applies to eating or drinking. Click on the head, point at an apple or something, and the character will walk to it, bend down, and gobble it up.

b This is your 'picking up' arm. Highlight it, then highlight whatever it is you require, and the character will move across, bend down, and pick it up.

c This is your 'using, fighting and throwing' arm. If you're holding an object and highlight this limb alone, the object will be used in the pertinent place (key in lock, sword on nastie etc). If an object is held and both arms are highlighted, the object will be thrown to wherever you point and click (gravity and muscle-power permitting). So what do you get if nothing is held? A fist, of course. You're in punch-up mode.



d This leg, when clicked on, makes a single character walk to wherever you specify, while the others get left behind. You split the party up in this fashion.

e This leg does much the same thing as the other, apart from the fact that it deals with the whole party rather than a single character. The person whose leg has been highlighted will walk to the specified point, while the others chug along behind (or abreast, or in whatever formation you've set).

f This arrow is a quick way of cycling through a character's possessions. Each time you click on it, a different item will appear in the right hand.

g This does the same, but it cycles through in the opposite direction. If you can't be bothered to move to the inventory screen, you can use these cycle keys to switch possessions between the individual characters. (However, it can take an age, resulting in a bit of death).



Q: What's Photoscape?
Well, it's all to do with how light is handled in the game. In a nutshell, it goes like this: imagine somewhere very dark. Okay so far? So light a torch, then. And there you are – a source of light which fades over distance. As the torch burns down, so the light coverage diminishes, until the point when the torch finally extinguishes itself and you're back to total darkness again. Suffice to say that all the light-producing objects in *Shadowlands* shine to a greater or lesser extent. Some of them dwindle slowly, while some of them don't. Light sources can be moved and even thrown. You have complete control.

But that's not all – this Photoscape technique isn't just there for the aesthetics, you know. The lighting system plays an inherent role in the actual gameplay itself, because some 'things' are activated by light, and other 'things' are de-activated by light. We're talking traps, doors and monsters here, in case you hadn't guessed. Sounds straightforward? Don't you believe it.

Q: Why did nature design the banana so that it was curvy, instead of straight, like corn on the cob?
There's always a reason for these things. Maybe a quick browse through *Bananas – Fruit For The Future* (published by Menhuin) would be a good idea at this point. Pop to your local library, find chapter nine, discover the answer, write it down on the back of your hand with a red biro, go and explain it to someone in a greengrocer's shop.

WHAT A STATE YOU'RE IN...

Clicking on any portrait with the right button brings you to this screen, which contains the all-important inventory, health and stats. Let's have a gander...

a This is your, well... it must be a rucksack, because you can cram up to fifteen objects inside. (More if you include chests, as each chest can contain six objects.) There's a payoff regarding objects carried, though – weigh your character down and he'll slow up considerably. This is not only a bit of a pain, but can also lead to an untimely death if you're being pursued by a nifty nasty.

b These chessboard doofers are your Formation Grids. Drag and click the little chess pieces to assign five different attack formations: a diagonal line, four abreast, even two independant groups so you can split your party up with ease. Once entered, the formations can be accesed via function keys one through five.

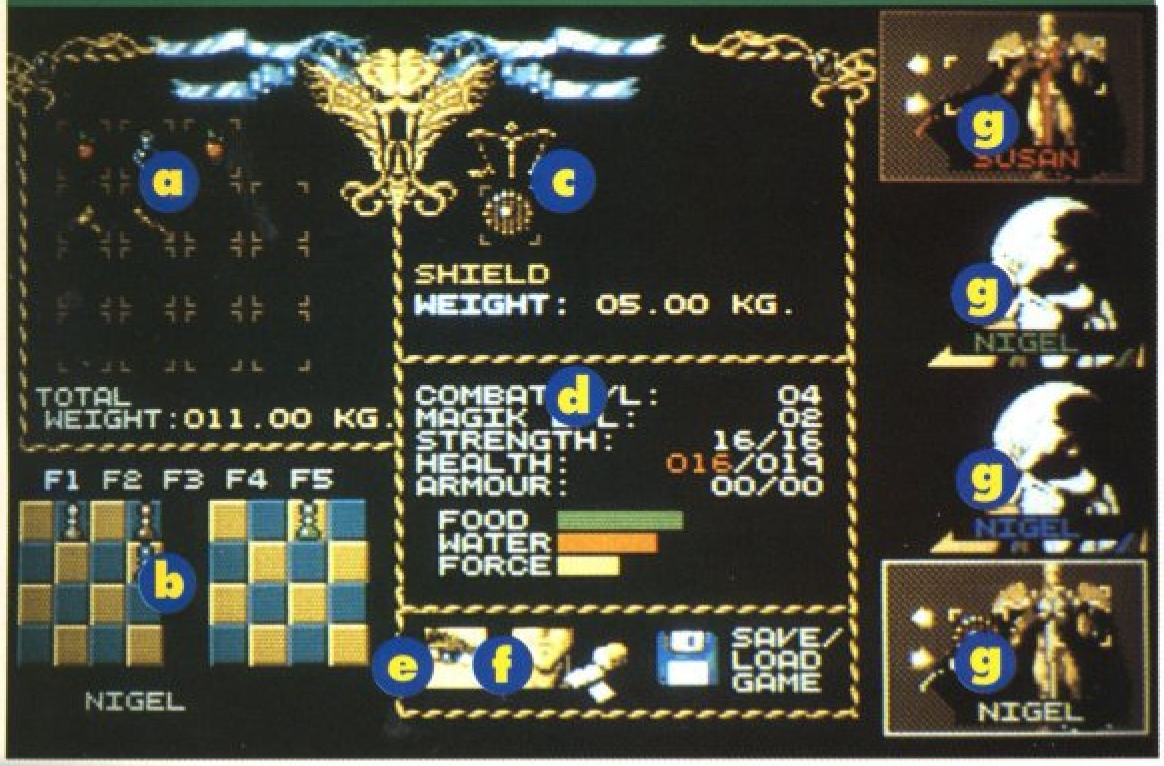
c Here's the object currently carried. It tells you what it is, how heavy it is, and what (if any) magic force it contains. (Magic force can be drained from an item and used to help power a spell, or simply increase a depleted health bar.)

d What it says, basically: combat level, magic level, strength, health and armour ratings, and your all-important nourishment and power bars.

e Click here and the chosen character will drop off to sleep on the spot, just as if he's watching a Derek Jarman film. As well as regaining lost energy, sleep acts like a sort of suspended animation – less food and water are used by the subject. He/she takes longer to die. You can make your character eat by

f clicking on his portrait head in the action window. You can do the same here by dragging food into his mouth.

g Cycle through the characters by clicking on them. Put weapons in their hands. Put shields in their hands. Give them party hats or style their hair. Set fire to their clothes. Make a cardboard house and pony for them. (*Stop making it up. Ed.*)



AMIGA

Dunc: RPG's eh? I must admit to not being the most ardent fan of the genre, but I can see the attraction for all that. My problem is lack of patience, and that's generally something you need heaps of in a game like this. It's something that *Dungeon Master* overcame by bunging you inside an environment which you could view from a first person perspective and interact with in pico-seconds – like real life. You could bomb about all over the shop, couldn't you? The only time you had to slow down was when the logic problems reared their ugly heads, but like the advert breaks in the middle of *Catchphrase*, they could be forgiven for the relief they offered. All in all, *Dungeon Master* gave you a balance in gameplay which offered all things to all men (and women, of course).

If there's one problem with *Shadowlands*, it stems from the pace of the action – it's missing. There *is* no pace. There's no darting into a room, turning around and darting out again with a gigantic invincible monster snapping at your heels, because everything in *Shadowlands* moves at about one mile per hour. But that's isometric viewpoints for you, I suppose.

Another problem I found was that your 'sphere of influence' is rather limited. Point and click at the edge of the screen to get your geezers in motion for a long distance trek? No chance – you can only make them move a few steps at a time before having to re-issue the command, and the portraits often get in the way of your cursor, inducing double hassle. And the pick-uppable objects? Well, due to the graphical necessity of the overall design, they're a bit 'teensy weensy'. Most of the time, you have to view them in the inventory window before you know what you've got.

Photoscape™ itself is a great idea, and works a treat. However, the brilliance of the system only just negates the lack of involvement you feel, due to your distance from the proceedings. Oh dear, there I am comparing the isometric *Shadowlands* to the first person perspective *Dungeon Masters* of the world again. But what can I do? I loved *Dungeon Master* to death, while *Shadowlands* I only quite like.

While *Dungeon Master* embodied tension *and* excitement, *Shadowlands* only manages the tension. But then I'm not a hardened RPG'er, am I? Let's put it like this: don't expect to be converted to the RPG fold by *Shadowlands*, but if you're a convert already, and want a massive game which is atmospheric, extremely testing and in which the characters can actually be split up to do their own thang, then look no further.

GRAPHICS	89	ADDICTIVENESS	89
SOUND	80	EXECUTION	89
OVERALL	89		

ZERO PROUDLY PRESENTS...

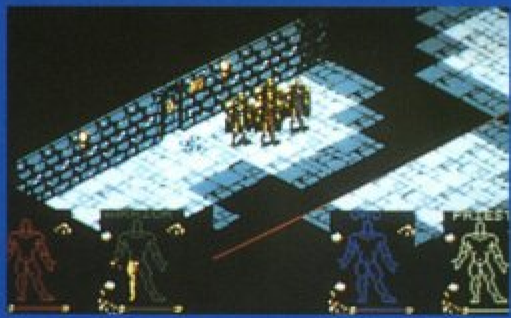
NIGEL, NIGEL, NIGEL AND SUSAN ARE A BIT STUPID



1 Blimey, it's a 'generate your characters' screen, rendered in glorious Jap-O-Vision. Anyway, having created the four faces via the photo-fit icons (and the characters' strengths and weaknesses on the throw of a dice), let's say a big 'hello' to Nigel, Nigel, Nigel and Susan – Susan's a wizard, and the Nigels are fighters.



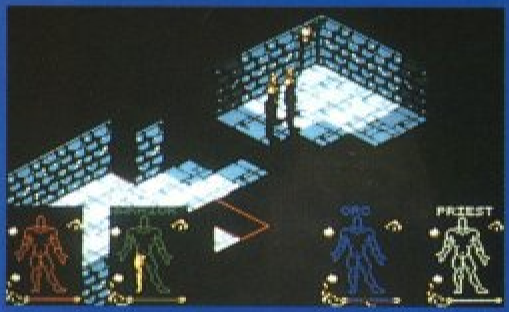
2 And here they are. In the Shadowlands. Except there aren't any shadows in sight, of course, because we're still 'upstairs'. So do we search this area? "No," says Nigel, and the others agree. They're impatient, and want to get to the dungeons to see what this Photoscape™ fuss is all about. Susan leads the way.



3 Having blagged a couple of torches from up above, our heroes are happily bathed in light. There's another torch on the wall in front of them, just above the three tiny things on the ground. So what are these three not-very-large mystery items? After Susan's picked them up, we right-click on her portrait to find out...



4 Aha! – three silver coins, each one weighing a quarter of a kilogram. "It's almost like lugging a bag of sugar around," remarks Susan, and she's right. But if she wants, she can give the coins to the others to carry, just by dragging and clicking on the relevant portraits. She does this and very soon she's carrying nothing again.



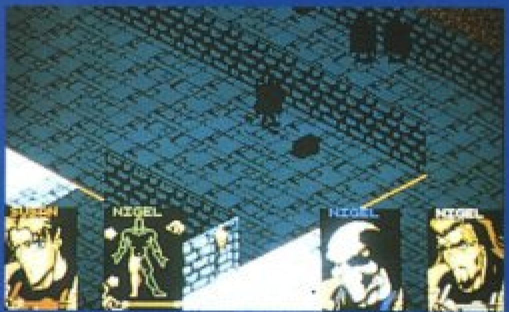
5 After all this coin-switching activity, our fearless quartet return to the action window, only to discover that their torches have petered out. "But the one on the wall's still going," exclaims Nigel. "Don't make an issue of it," says Susan, "the walls probably contain an infinite amount of torch fuel." Susan is always right.



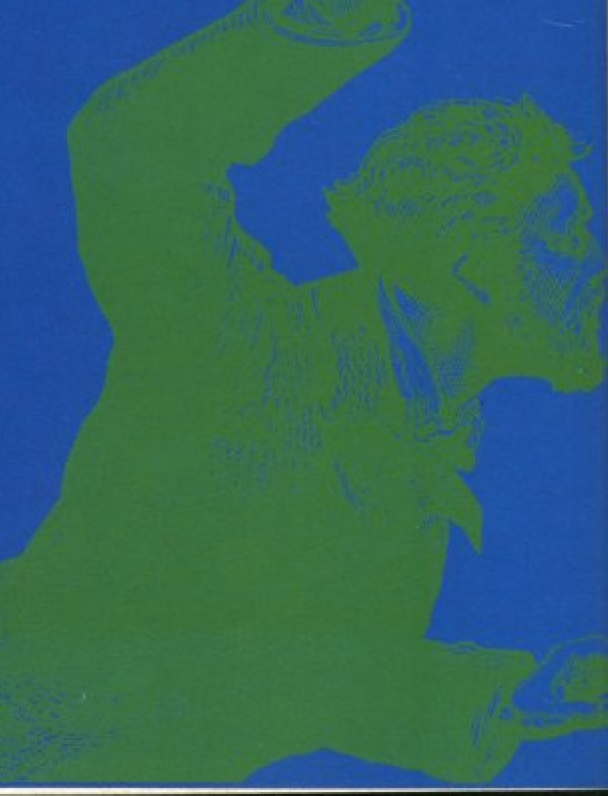
6 After an encounter with a live skeleton (in which Nigel is killed), the trio reach their third closed dungeon door. Susan explains that the door is light-activated, so Nigel stays behind, holding the torch to the light-sensitive pad, while Nigel and Susan continue.

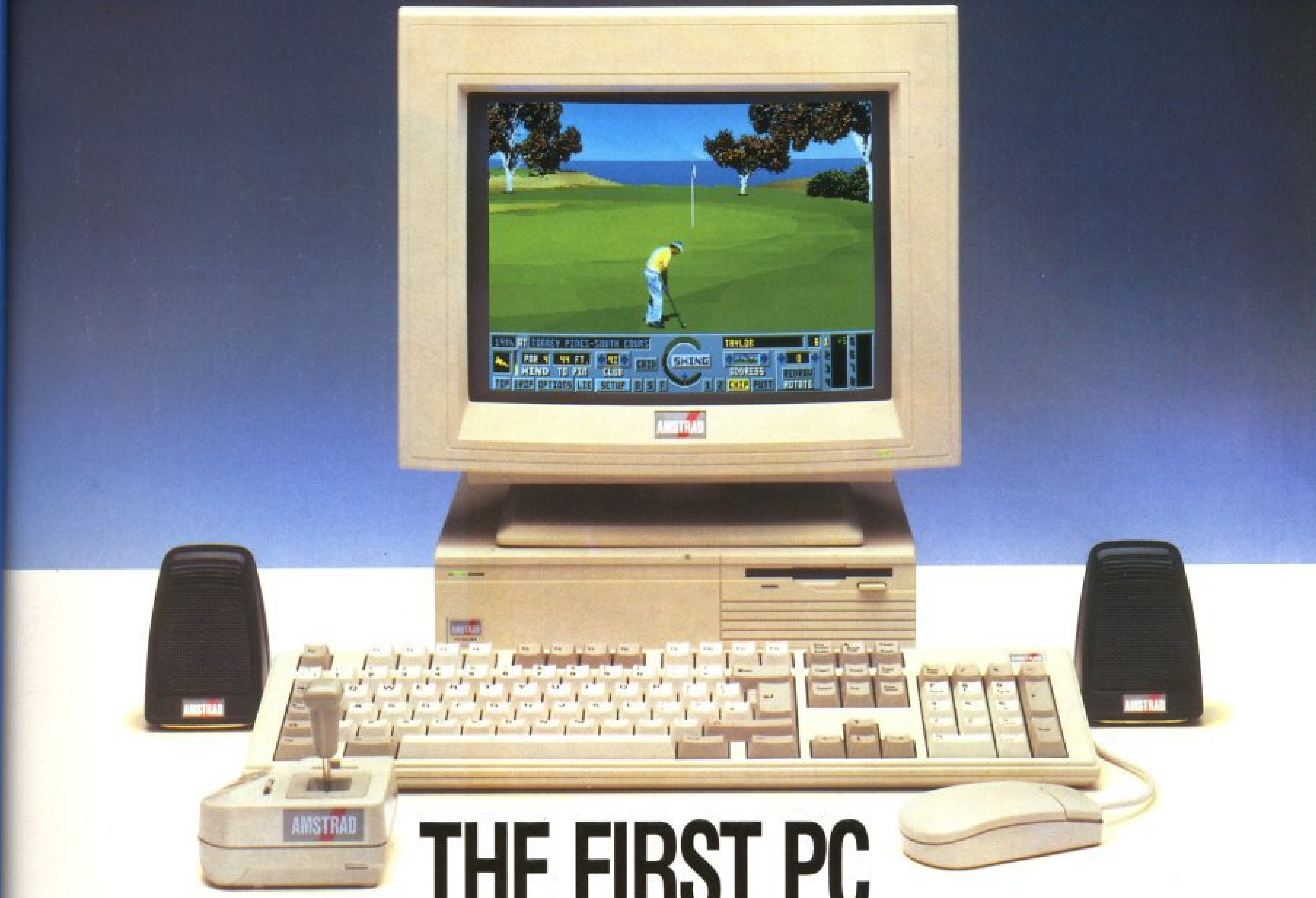


7 Susan and Nigel are hopelessly lost, having wandered around in a gigantic circle, taking and using all the torches they could find en route. Now they're clean out. "Why not do a light spell?" suggests Nigel. "I don't know how," replies Susan. "A bloody fine wizard you turned out to be," says Nigel.



8 "Who's that?" cries Nigel from the other side of the wall. "It's me and Nigel," bellows Susan, "who are you?" "It's me, Nigel. My torch has run out..." "So have all of ours," replies Susan. "What now then?" shouts Nigel. "God knows," replies Susan. "I think we've had it," gasps Nigel, dying.





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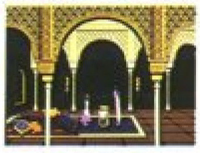
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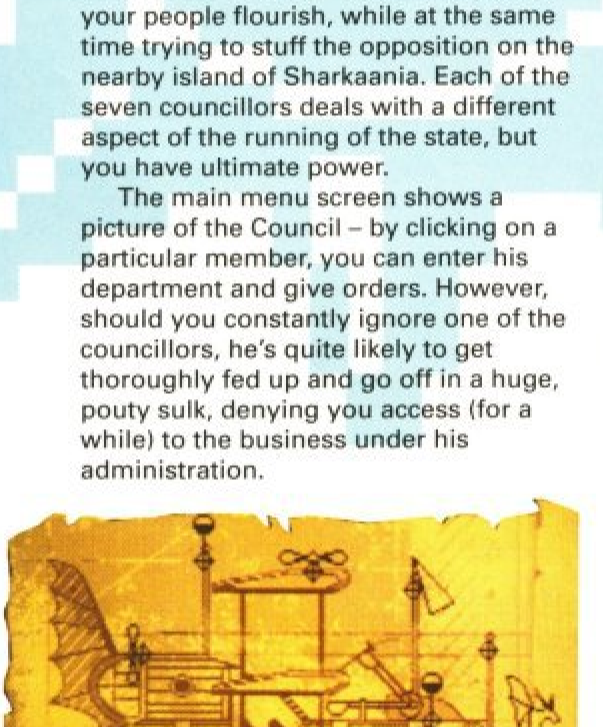
STORM MASTER

Who better to review *Storm Master* than *Martin Pond*, a man who hates being wuthered and won't leave the house if there's a chance that his lovely bouffant hairdo might get ruffled by a squall?

Storm Master, an icon-driven, 'kingdom management' game from French company Silmarils, is set on Urgaa, a strange planet where 'the winds are the masters of natural harmony'. Wind is the basis of local economy, transport systems and even religion. So, as you can imagine, it's a bit blowy there – hats and hairpieces have to be stapled in place, and playing frisbee is a dead loss.

The game sets you up as the chairman of the Council Of Seven, the local borough council of the Island Eolia. Your unenviable task is to ensure that your people flourish, while at the same time trying to stuff the opposition on the nearby island of Sharkaania. Each of the seven councillors deals with a different aspect of the running of the state, but you have ultimate power.

The main menu screen shows a picture of the Council – by clicking on a particular member, you can enter his department and give orders. However, should you constantly ignore one of the councillors, he's quite likely to get thoroughly fed up and go off in a huge, pouty sulk, denying you access (for a while) to the business under his administration.



Martin: There's certainly nothing new about 'kingdom management' games, but the main concept of *Storm Master* is so off the wall, and is carried off with so much continental aplomb, that you just get sucked in.

For instance, the success The Ecclesiast has in conjuring up the winds depends on the level of spirituality achieved in a spooky religious ceremony. You're presented with a temple scene which you have to race around, clicking on the participants in a certain order, to make them do their thang. It's wild – there are drums and gongs, a full choir, a whirling dervish, groupies prostrating themselves, a broomf being slaughtered for sacrifice... and a sermon-reading cleric. It's just like an Ozzy Osborne gig – perfect for jazzing up those fuddy-duddy old C of E services to boost church attendances!

The ship designing bit is a right laugh too. The plans are laid out on scrappy bits of old parchment and look like all those blueprints that Leonardo da Vinci used to knock up during wet Sundays in the sixteenth century. The ships look as aerodynamically unsound as those contraptions on *Catch The Pigeon*, but are totally cool and hard and 'Jules Verney' for all that.

I must admit, I did get a bit niggled by all the soppy names for everything: broomf, noowe, kwaax and (my own personal favourite) sqiiz. Unless the manual is riddled with spelling mistakes, I can only assume that, though the winds may well be the masters of natural harmony on the planet Urgaa, it must be the dyslexics who are the masters of the dictionary.

But overall, I liked *Storm Master* – it's one of those involved games you end up losing yourself in for ages. Then you finally stop playing to find that all your mates have grown old and grey. Obsessive and addictive personalities beware!

GRAPHICS 82	ADDICTIVENESS 81	OVERALL
SOUND 82	EXECUTION 79	84





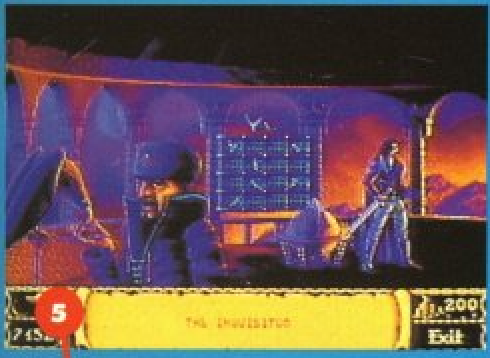
THE C

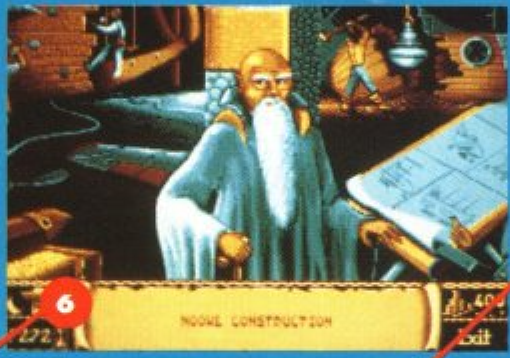
THE MASTER MILLER

1 This geezer's in charge of production control – his mills provide the raw materials to make the wind ships, in which the Eolians go joyriding the skies. He also manages the wheat fields and herds of broomf (Eolian for sheep-like thingy), which provide scoffs for the people. Once in his department, you can use a map of the island to make decisions about land-use. The local environmental factors, displayed by each area, determine your optimum choice (ie don't put wheat fields in the mountains). There are only a few rules to learn, but it all smacked too much of GCSE geography for my liking.

THE ECCLESIAST

2 An Eolian religious guru with the power to predict the winds, the Ecclesiast could well be the bastard son of Robert Runcie and Wincey Willis. (*Steady on – that's blasphemy. Religious Ed.*) He also has the power to summon up air conditions covering the full range of the Beaufort Scale – he can create 'very light local winds', ideal for kite flying, or send a 'deadly raging cyclone' to wreak havoc on an enemy city, causing masonry to crumble and shirts to be blown off of washing lines and into muddy puddles. He also has the power to refertilise the land once intensive agriculture has left it barren. Don't ask me how he does this – all I know is that when he's finished doing his stuff, the land's fertile again. 'Nuff said.













COUNCIL OF SEVEN

THE HIGH CONSTABLE

3 A shifty-looking capitalist who manages financial matters in the land. In his section, a special abacus screen allows you to set taxes in each city, while a stock exchange screen allows you to trade surplus commodities and buy scarce ones. Click on this corpulent yuppie to make a fast buck.

THE JOKER

4 This councillor's the leisure and entertainments rep. He keeps the minds of the peasantry off of potentially depressing subjects like plague and starvation by organising circuses, knobbly knees contests and the like. Surprisingly, the plebs seem to fall for it, so keeping The Joker well-funded can avert an inconvenient revolution.

THE INQUISITOR

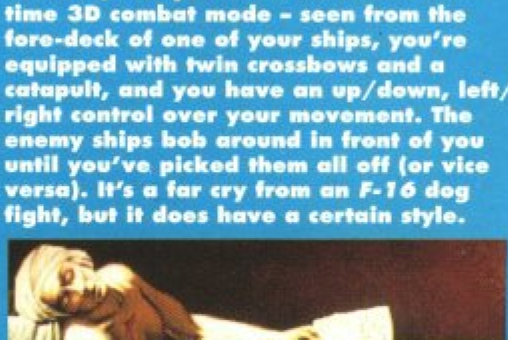
5 Heads the secret police, a slightly unsound government ministry which provides you with knowledge of the strengths and weaknesses of the enemy, as well as information on insurgents in your own country and dissenters in The Council itself. He can also put you in touch with a nasty piece of work who will, for a price, nobble any of the enemy ministries by wasting their head man.

THE LEONAARDO

6 A man of science, The Leonaardo arranges funding for the Eolian academic community and supervises the design and construction of the flying ships. When you're in his department, you can indulge in a spot of computer-aided design yourself. You're given a choice of four basic hull designs, which you can then customise and soup-up by adding an assortment of balloons, sails, wings and propellers. Once you've assigned a crew to this cranky old death-trap, you can send it on a test flight. Although all the designs look marginally less airworthy than a broomf, that doesn't stop the odd one from rising gracefully into the skies. Assuming it doesn't end up as a pile of matchwood at the foot of a mountain, you can then go on to mass-produce your new flying ship, as far as your resources allow.

THE COMMANDER

7 Oversees the construction of air-fields and anti-aircraft defences, enlistment of troops, and military campaigns. Once an armada has been prepared and stocked-up with supplies, you can venture across the narrow sound that separates Eolia from those filthy, godless perverts, the Sharkaanians. Your armada is represented by a blimp-shaped icon which you can move around the enemy map, dealing out airborne death and picking up the advertising revenue from GoodYear as you go. When you're over a city, you can either drop anchor and send troops on a looting frenzy, or recreate the kind of redevelopment scheme employed over Dresden during The Big One. Naturally, the Sharkaanians take a very dim view of all these antics, and will scramble their own squadrons of flying ships against you. Encounter one of these, and you're thrown into real-time 3D combat mode – seen from the fore-deck of one of your ships, you're equipped with twin crossbows and a catapult, and you have an up/down, left/right control over your movement. The enemy ships bob around in front of you until you've picked them all off (or vice versa). It's a far cry from an *F-16* dog fight, but it does have a certain style.



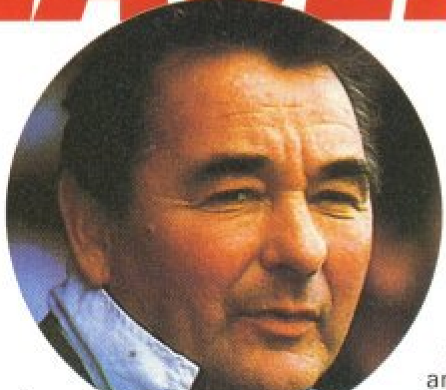
WHAT'S WHAT

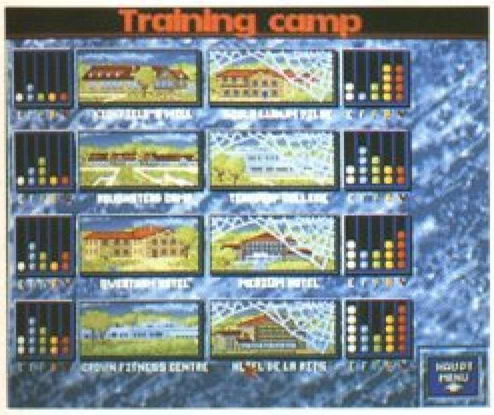
TITLE	Storm Master
PUBLISHER	Silmarils/Daze
FORMAT	ST/Amiga/PC
PRICE	£29.99
RELEASED	Out now

STOP

THE MANAGER

Since he owns nearly as much land as the royal family, *Lord Paul Lakin* decided it was time he bought a football team. But first he tried out his skills on US Gold's *The Manager*.

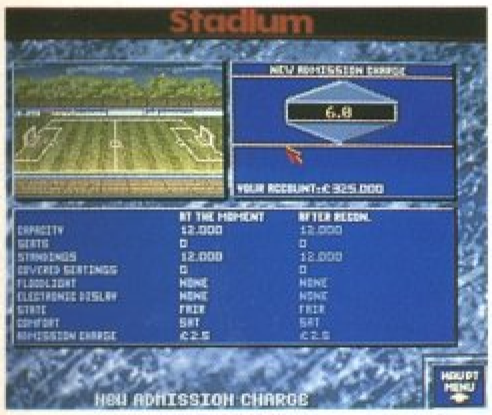




Time for training and lots of dusting.



Blimey! It's Elvis.



Whack up the fee and buy a new limo.

Now, honesty is often the best policy (he lied), so let's be honest at the kick off. *The Manager* is not a game packed with surprises. It's a straightforward, icon-driven management game. As manager of a first, second or third division side (bit of a blow to Aldershot fans there), you're responsible for a lot more than picking the side and being interviewed by Desmond Lynam. You've got to worry about the team, the finances and even the stadium. Yes, folks – Software 2000 has produced the first Taylor Report simulator. Instead of coughing up a million quid for some smug striker who'll only spend the whole of his salary on REO Speedwagon albums, you can choose to invest in some refurbishment, whack up the ticket price, drive away the real fans and make a fortune out of corporate entertainment.

If you can drag your mind away from dreams of debenture schemes, there's a full program of League, Cup and European competitions to compete in. And on the day, Brian, between you and me, what matters most is what happens out on the pitch. It's a funny old game, and a great leveller, but to give yourselves a level pitch, you can at least pick your best squad. Each player has a Fitness, Skill and Form Rating, an Exhaustion Level and a Tendency. You know the sort of thing: "Enjoys being tied up and smothered in banana custard". Well, not that sort of tendency, actually – this one's simply a measure of how a player's skill is increasing, decreasing or constant.

The Manager is so strategy based that it doesn't even have a notional arcade game. Instead, you simply spectate on the highlights of your matches (goals, near misses, etc), being given information on who scored (or in Cambridge United's case who missed), who passed and who got the yellow card. This information, along with helpful newspaper headlines, helps you to decide whether to buy, sell, rest or retrain your players... until Saturday comes around.

WHAT'S WHAT

TITLE	The Manager
PUBLISHER	Software 200/US Gold
FORMAT	ST & Amiga/PC
PRICE	£25.99/£30.99
RELEASED	Out now

Paul: Football is a game of two clichés, and I'm sick as a parrot about both of them. One of the clichés that doesn't involve either parrots or ridiculous feats of athletics is that footie is a game for the chronically stupid. People who love strategy and statistics should stick to cricket. So how come football management games are so popular, eh? Answer me that. (*Long pause.*) There – it's not easy is it?

The obvious appeal of *The Manager* is that you play real teams with real players. It's a lot more fun being in control of players whose names you know than one of those computer-generated teams, full of men called 'Williams'. Obviously, trainspotters will have a field day querying various players' ratings (what Dion Dublin is doing as Cambridge United's worst striker, I don't know). Then again, that's the type of person this game will appeal to.

If your idea of football is kicking the ball about the park, you should stick to *Kick Off.* But if you feel strongly about the sweeper system, admission fees and fixture congestion, this is the game for you. That said, the Edited Highlights section is surprisingly effective – it's so nicely animated, people in the ZERO office were actually sitting round spectating (well, it was a very boring Monday afternoon). And there's quite an air of tension when you're watching the result of your signings, tactics and weekends in cheap health farms.

Games like this stand or fall by the amount of influence your decisions have on matches, and *The Manager* scores quite high in this respect. When I was being silly in team selections and formations, I got soundly thrashed, whereas when I was playing seriously, I, er... got soundly thrashed, to be honest. But what do you expect from a game that lacks a 'Just hoof the ball up the pitch' option?

So, at the end of the day, when it's all over bar the shouting and the parrot's been sick all over your sheepskin car coat, *The Manager* breaks no new ground. However, it's got such a range of decision-making and strategy that it's a bit of a must for serious football fans. It certainly beats a cold Saturday afternoon at the Abbey Stadium.

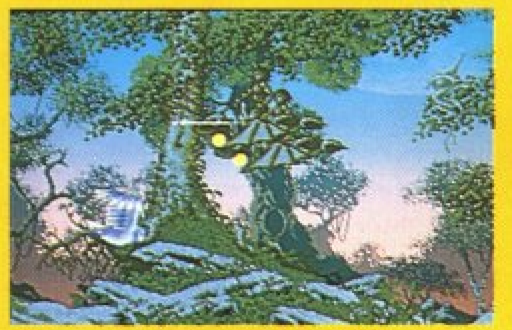
GRAPHICS 80	ADDICTIVENESS 82	OVERALL 82	STOP
SOUND 70	EXECUTION 85		

AGONY

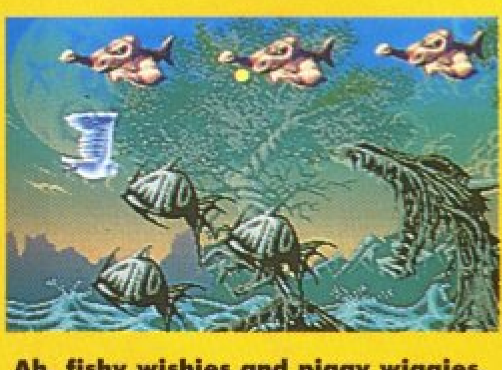


Nostalgically recalling that old problem page sit-com, *Agony, Amaya Lopez* raced up to Liverpool to see Psygnosis' new game, in the desperate hope that she might catch a glimpse of Maureen Lipman. Sadly, it was not to be...

Dear Clare,
I've got a bit of a pressing problem. You see I was a wizard's apprentice until a couple of weeks ago, when he passed away. Now I'm unemployed, my wife's left me and I've got a huge boil on my buttock. Apart from that, I'm a little cheesed off with Acanthropsis' (my former employer) will. After wasting his life looking for the invaluable Cosmic Power, he goes and pops his clogs. You'd think that after my devoted love he'd remember me in his will. But oh no – the miserable git couldn't decide whether to tell me or his other former apprentice, Mentor, where the dosh, sorry... *secret of the Cosmic Power* is hidden. So he decided to set us a quest (we have to journey to find the Cosmic Power, you see) The one who finds it first keeps the power. The thing is, Mentor keeps sending me these horrible creatures: funny anteaters, dragons, monstrous fish, ghosts, giant crawly beetles and – horror of horrors – killer tennis balls. I've lost all my self-confidence and I don't know what to do. Please Clare, take me into your bosom for a dose of your excellent advice. Yours desperately,
Alestes, (ex-junior wizard).



Aaaargh, it's bat and ball time!



Ah, fishy wishies and piggy wiggies.



Er, two hoots are better than one.

Clare Replies:* *Well lovey, don't you fret – your boil is obviously at the root of the problem. But it's evidently stress-induced. You've not been having a lot of luck lately, Alest (you don't mind if I call you Alest, do you?). The solution is crystal clear to me, dearie: magic yourself into a laser-blasting owl and fly at the speed of light though six frantic levels of parallax, horizontally scrolling terrain, sea, forest, highlands, mountains and menacing fire, fighting off all these despicable monsters. You should find the odd energy-giving magic potion or scroll which will provide spells with more power-ups like a plasma shield, rotating fireball and smart bomb. But do take care with those deadly tennis balls, lovey – we all know how lethal they can be.

Amaya: Three things struck me when I began to play *Agony*. Firstly, the sad absence of Maureen Lipman (mind you, she has sold her soul to BT). Secondly, the stunningly beautiful graphics which we've almost come to take for granted from Psygnosis, and thirdly, the speed at which the nasties come at you.

But back to the graphics – they really are breathtaking. Six levels of the smoothest horizontally scrolling parallax screens, complete with night and day changes, little bridges swaying in the background and running waterfalls. The programmers (the same team that brought you the fab *Unreal)* have put an enormous amount of detail into *Agony* – and it's paid off. The locations and weather conditions are impressive, with the sea swishing away, rain pelting down, various old galleons, forests, mountains, and more fires than Guy Fawkes night.

A plethora of horrid nasties come hurtling towards you at a frightening rate of knots. Just when you're getting used to the little grey piggy things, blobby flying rocks and ghosts, you're confronted by ant-eater thingies, giant beetles, flying green kangaroos, odd tadpoley woss-names and dangly spiders. When these creatures start firing tennis ball-like projectiles, dodging the whole caboodle can be well tricky.

Luckily you've got five lives, but even that doesn't seem enough in the later levels. When you die, your owl turns into an attractive bag of bones, transforms temporarily into a ghost and then back to its original form. The spells for the power-ups are easy to access, and provide a wide range of exciting weapons.

I really liked the dramatic, orchestral soundtrack, and the difficulty level seems to be pitched just right – you're hooked early on and left with an aching trigger finger. My only criticism is that there's not a great deal of depth to the whole thing.

All in all, *Agony*'s a luscious, painfully fab game, but perhaps the best thing about it is the fact that you don't get a free Roger Dean T-shirt. (Just joshing.) STOP

WHAT'S WHAT

TITLE	Agony
PUBLISHER	Psygnosis
FORMAT	Amiga
PRICE	£25.99
RELEASED	Late March

GRAPHICS 90	ADDICTIVENESS 88	OVERALL 87
SOUND 85	EXECUTION 86	

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UNDER WRAPS

PLAN 9 FROM OUTER SPACE



"The computer game of the *worst* movie of all time?" shrieked *Amaya Lopez*. "You mean something that's even worse than *Moonwalker* and *Hudson Hawk*?" And before we could say "Bela Lugosi", she'd hitched all the way to Gremlin to see just how badly its first film licence was coming along.

Who would have thought it, huh? Who would have thought that the worst film of all time could be such fascinating material for a computer game? Well, *Plan 9 From Outer Space* is a B-movie with a difference – it's achieved cult status amongst film buffs for being so entertainingly abysmal. Produced on an even smaller budget than ZERO, *Plan 9* was made in 1956 by Edward D Wood Jnr, who went for the hat-trick as writer, producer and director. The film was panned (and almost forgotten) until it was rediscovered in 1980 by Harry and Michael Medved, two film aficionados who were writing a book on the worst films of all time.

The brothers called their tome *Th Golden Turkey Awards* and *Plan 9* won the highest accolade as the worst film ever. It's since become th film everyone loves to hate, giving the critics a field-day, with the chance to call it "mesmerizingly awful", "a staggeringly inept horro adventure" and "so very bad it exerts a strange fascination".

Not only has it been researched by the likes of Jonathan Ross in his *Incredibly Strange Picture Show*, bu this year, marking the 36th year of its birth, *Plan 9* is to be released on video and turned into a west end musical (though hopefully Andrew Lloyd Webber won't get his oar in).

But is it really *that* bad? And if so why?...

WHAT'S WHAT

TITLE	Plan 9 From Outer Space
PUBLISHER	Gremlin
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	Late April/May



THE ZOMBIES

1 VAMPIRA: The gothic vamp of the film plays the murdered wife of an elderly perv. After a touching funeral, she rises from the dead to terrify all and sundry.

2 TOR JOHNSON: A former wrestler, Tor plays Inspector Clay, who's murdered by the aliens. He comes back to life with a vengeance, capturing Jeff Trent's wife and his pyjamas.

3 THE BELA LUGOSI DOUBLE: Uncannily resembling the departed star, chiropractor Tom Mason steps in to demonstrate his 'caped crusader' talents.

4 MAN IN A SUIT: A Barclays Small Businesses Adviser stepping in to check that the tombstone's financially viable. *(Actually, it's Criswell the narrator. Ed.)*

SQUEAL!
AT THE TERRIFYING PLOT!

Ah, the plot. This tells the tale of tw rather useless aliens, Eros and Tanna. In fact they're so inept, they've failed on eight previous occasions to destroy the human race. But now, with 'Plan 9', they reckon they're onto a winner. This fiendish plan, 'The Ressurection Of The Dead', will attempt to bring back to life recently deceased people so that they will kill the rest of the population. Then the aliens will be saved from the threat of nuclear scientists blowing up the universe. (*Eh? Ed.*)

This time, our alien buddies have planned ahead and despatched various spaceships to keep the earth's military men distracted. However, one brave and fearless airline pilot, Jeff Trent, is not to be messed with. Not least because, by a strange coincidence, he and his wife live next-door to the cemetary where three of the dead have risen as zombies. One of them kidnaps

Jeff's wife, Paula, who has a curious habit of clutching her husband's pyjamas when he's away.

With his mate Colonel Edwards, Jeff stumbles on the spaceship. Will he save his wife and his pyjamas? Or will the aliens destroy the world?

MARVEL!
AT THE WONDROUS SETS!

Every expense was spared on the sets, with a certain wall featuring heavily in the backdrops. This wall really becomes a bit of a star – it appears in the aeroplane cockpit, in the flying saucer interior, and even in the sky above the graveyard. Several bits of furniture can be spotted in different locations throughout and, well... the graveyard has to be seen to be believed. The headstones and crosses wiggle when anyone goes near them, as they're rather ingeniously made of cardboard. In addition, the high-powered Pentagon offices are furnished with one lamp and two phones each, while one character's bedroom furniture is exactly the same as his patio furniture in the previous scene. If there's one thing Edward D Wood Jnr knew about, it was how to build 'value for money' sets.

SHRIEK!
AT THE SCARY ZOMBIES!

Apart from the fact that the resurrected zombies look rather absurd, the classic highlight is the Bela Lugosi 'double'. Lugosi, who had reached the peak of his film career in 1931 as Dracula, was evidently desperate for work, and accepted the starring zombie role in *Plan 9*. Unimpressed, he died two days into filming – well that's one theory – and was replaced by Wood's wife's chiropractor, Tom Mason. Mason looked about as much like Lugosi as Bobby Davro looks like the Queen. He was a foot taller than Lugosi and, as a 'convincing double', had to cover his face with a cape every time he appeared so that the audience would think the same actor had played the part for the whole movie. The alternative theory is that Lugosi never appeared in *Plan 9* at all, and that because Ward wanted a 'major star' in the credits, he used footage of Lugosi in full Dracula outfit from one of his previous unfinished films, *Tomb Of The Vampire*.

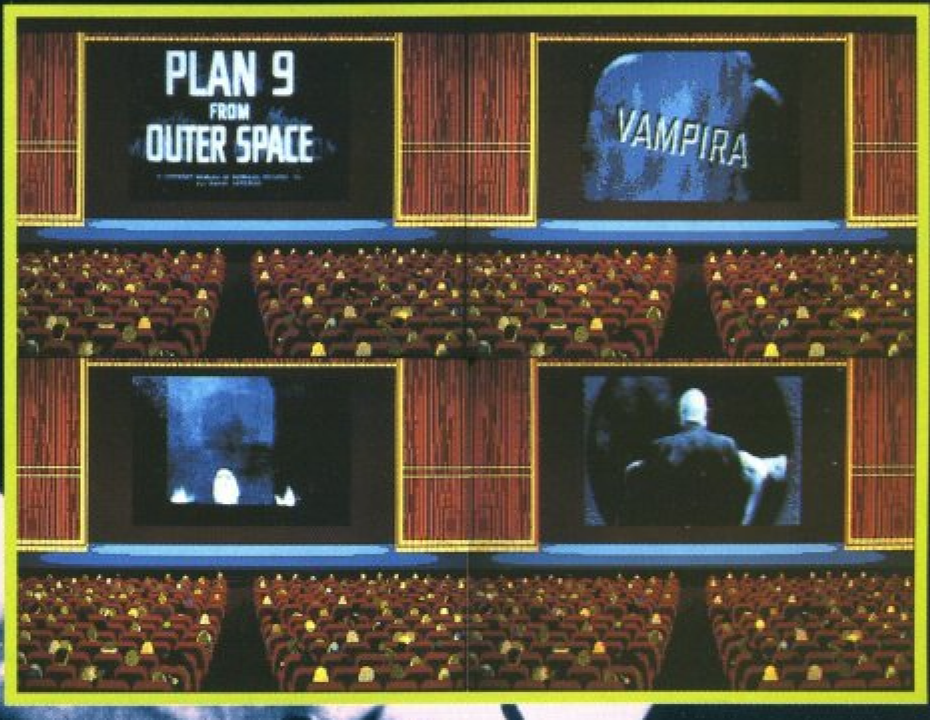
THRILL!
AT THE SPECIAL EFFECTS!

Other classics include flying saucers made out of hubcaps and paper plates, tied together with string to dangle 'realistically' above a skyline, putting the fear of God into the local people. The famous 'destruction of the spaceship' effect was acheived by setting the paper plates on fire and chucking them at the cameraman. Smaaart! There are other unintentional 'effects' throughout the movie: scenes change from day to night and back again before you can say 'pyjamas' and cars change colour during the course of a single journey. So it won't come as a great surprise to learn that William C Thompson, the 'blind cinematographer of Hollywood', worked on *Plan 9*. Although he was only blind in one eye, the sudden 'out of focus' shots leaves one in some doubt as to which eye he was actually using.

The one thing that really sticks out in your mind after watching *Plan 9* is the inability to switch off. It's so utterly terrible that it's frighteningly addictive – you just want to stretch your disbelief to see how bad it can get. Boring it is not. In fact, *Plan 9* is a trainspotter's heaven – each time you watch it, you notice even more *faux pas*. And as all computer games players are fairly trainspottery anyway, what could be more up their street than a computer game based on the film?

EDWARD D WOOD JNR WHERE IS HE NOW?

Er... dead, actually – he died in 1978, at the tender age of 54. Rather like all the great masters, Wood passed away just two years before interest was revived in his 'little jewel' and his film was crowned with the honour of 'worst film ever made' at the New York Worst Films Festival. If truth be told, he was a funny old stick. Apart from his penchant for making cheap, crap horror films, he rather favoured women's clothes. Wood had already earned a name for himself with a controversial film he made in 1953, called *Glen Or Glenda?* which dealt with a traumatised transvestite by the name of Glen. Lugosi also made an appearance, but the starring role was played by Wood himself. After *Plan 9*, Wood made a handful of even more unpopular films, like *The Sinister Urge* (1961) and *Necromania* (1972). He then devoted his last work to his first love: transvestism, writing such classics as *Death Of A Transvestite* and *Killer In Drag*.





Take a look at those props – versatile, economical and made of lego.

GASP!
AT THE COMPUTER GAME!

Recognising real potential when they see it, the bods at Gremlin are busy preparing for the release of their *Plan 9* game in April. Rather uncharacteristically for Gremlin, the game will be a mouse-controlled adventure game with a point and click interface. Although the company felt that this would be the best genre for a film licence, they decided that the game wouldn't follow the same storyline as the plot. For a start, anyone having seen the film would be able to solve the game in a nanosecond.

Instead, you'll start the game in the office of a dubious film producer, who looks uncannily like the Tor Johnson zombie in the movie. He hires you as a Private Investigator, giving you the task of tracking down the six missing reels of *Plan 9 From Outer Space*, splicing them together and returning them to him. The game will be seen from a first person perspective, rather than you actually controlling a character in the game.

Your journey will take you to over 70 different locations, where you'll even encounter the likes of dangerous Ninjas (*Did System 3 have a hand in this? Ed.*) and get to visit the Great Wall Of China. In fact, you'll visit a whole plethora of bizarre and totally illogical locations, to which you'll be transported either by plane or taxi. As the story progresses, you'll be treated to sub-plots and your objectives will change.

In addition, at different points in the game, you'll have the chance to visit local cinemas to view the reels you've collected. Once you've spliced all the reels together, you're meant to return the 'missing film' to the Producer immediately. However, it'll be hard to resist a sneaky peek at your pickings in the editing room you found in a previous location. And what a peek that'll prove – a digitised sequence lasting several minutes incoporating real footage from the film.

SWOON!
AT THE GRAPHICS!

Plan 9 is currently being coded on PC at the Irish branch of Gremlin Graphics in Dublin. This fairly new division includes programmers who formerly worked for Cinemaware and Infocom, so they're particularly suited to turn their hand to Gremlin's first adventure game. In keeping with the film, the graphics retain a distinctly fifties B-movie feel – the cars, clothes and general decor all hail from that period.

It's no mere coincidence that all the female and male characters' faces look exactly like the Vampira and Tor Johnson zombies in the film – they'll just wear silly wigs or moustaches as new characters. This has been done to preserve the film's many unintentional errors and general tackiness. In fact, an enormous amount of detail has been put into the game in order to retain the spirit of the film. The terrible flying saucers are there, and the dreadful lack of continuity has also been incorporated. For example, in the graveyard location the sudden night and day changes have been preserved, and later on the cars change colour from one scene to the next. Animated sequences will also feature thoughout the game.

COO!
AT THE SOUND EFFECTS!

Not only will you see reels from the actual film, you'll also cover your ears in horror when you hear the appalling sound effects. Some of *Plan 9*'s funniest moments stem from the use of sound, and these effects will also be heard in the game.

The snapping up of the *Plan 9* licence has undoubtedly been a wise move for Gremlin. Not only because the film's cult status may well attract fans to the game, but also because in true Edward D Wood Jnr style, the licence must have been a bit of a barg when compared to the likes of *The Godfather, Terminator II* and *The Addams Family*. Could this mean a publishers' rush on old B-movie licences and a new trend in tacky, cultish games? Gremlin admits that it may well look for another similar licence, and that its newly-developed adventure system will definitely be put to good use in the future.

Plan 9 will be bundled with a video of highlights from the film, and fans of the movie may have a slight edge on a few clues in the game. Make sure you watch this space for the first review, but for now here's a snippet of prize dialogue from the film. A police officer, on discovering his mutilated boss: "One thing's for sure, Inspector Clay's dead. Murdered!" *(Pregnant pause.)* "And somebody's responsible." STOP



1 Click on Tor Johnson's head to choose the direction you want to take.
2 Make sure to list all the clues you find in your notebook.
3 Click on one of these verbs, then click on the character you wish to inflict the damage on.
4 To call up the many goodies you've acquired, just click on Inventory.



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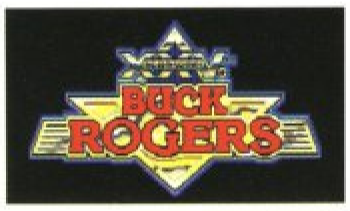
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MATRIX CUBED

Just the other day, someone opened a long-forgotten broom cupboard and discovered *Tim Ponting* playing *Buck Rogers: Countdown To Doomsday*. He'd been in there since last January, the chump. So we just shoved *Buck Rogers: Matrix Cubed* in his hand and shut the door. Phew! That was close!



Matrix Cubed is a kebab cookery simulator. (*No, I don't think so. Back in the cupboard, and stay there until you've worked out what it's about. Ed.*) Um... actually, it's the sequel to SSI's successful sci-fi adventure based on the original *Buck Rogers* title, *Countdown To Doomsday*. In this, your team of six adventurers cavorted around the solar system on the trail of the Doomsday Device, a massive laser aimed at the Earth. The journey took a long time – between 40 and 100 playing hours are quoted – and the way in which the story kept you hooked was the game's main strength.

In *Matrix Cubed*, you're on much the same sort of quest – this time for the secret of limitless energy, which has been discovered by one Dr Romney. You and your New Earth Organisation (NEO) chums must fight off the Russo-American Mercantile (RAM) agressors and keep the torch of technology in the hands of good ol' earthlings, despite the fact that you've turned the planet into a radioactive wastebin and don't even deserve a cold cup of tea.

Characters from *Doomsday* can be loaded into *Matrix*, but if you start from scratch, you'll find that *Matrix* creates characters that start at level seven. So the only benefit of keeping your old characters is the ability to transfer the arsenal of lethal weapons and armour you stole from the opposition in the original game.

The plot unfolds in a linear fashion, though you don't have to achieve everything to win. *Matrix* begins with you being given orders to babysit a new Mercurian Sun King. While you're on the way to his coronation, some geezer called Romney entrusts you with his scientific notes before he's whisked off into orbit by Terran commando baddies. At the coronation, you foil an attempt to assassinate the new king, escape devious plans to murder you and head off in pusuit of Romney...

Like *Doomsday*, *Matrix* has four main elements to its design. Firstly, there's a pseudo-3D, first-person perspective view (like in the *Bards Tale* series or *Dungeon Master*), which is how you explore your surroundings. When you come across particular objects or events, the 3D view is replaced by an animation or static graphic, with text underneath to explain what's going on. Secondly, when you get into a fight, the view changes to a three-quarter, raised isometric perspective on a larger scale, in which you can maneouvre individual players and control who they're attacking (and with what weapons). Thirdly, you move



This little holographic Heinz Wolf crops up with helpful advice whenever you log onto a computer.

HASSLE FACTOR: 4
You have to restart to load games.



Okay, here goes. Pick Race. Hmmm... let's see... Martian, or maybe a Tinker? Nope, Martian. The more green skin and antennae the better. Pick Gender – a bloke. Class? Working class, no – Rocket Jock looks more like it. Now for the stats...

We have a Male Martian Rocket Jock (ie space cadet) who is a bit dumb and has no charisma, so it looks very much as if we have no choice but to call him "David Icke". Now for his skills...

David is very good at manoeuvring about in Zero-G, pretty good behind the furry dice of a space cruiser, but absolutely fab at noticing things.

Now what personal characteristics does a prophet of God have? He must be able to befriend animals (essential), but convince people? Nah, lets just make him good at distracting people. Sorry, what was that? Couldn't hear for this bloomin' messiah blathering on...

This is what David will look like in the combat animations: trouser-splittingly good.



Prison has never been so much fun.



This charming man would like your guts for sock suspenders.

WHAT'S WHAT

TITLE	Matrix Cubed
PUBLISHER	SSI/US Gold
PRICE	PC/Amiga
FORMAT	£30.99/Tba
RELEASED	Out now/Tba

around from planet to asteroid on a viewed from above plan of the Solar System. Fourthly, when you get into a spot of bother with another spacecraft, a special space combat screen comes up, from which you direct the fight.

If you're familiar with SSI's official *D&D* computer games, it's exactly the same system, with a few 21st Century bells and whistles. If you're not, you haven't missed much in the way of gameplay. It's the style and how do I get that bast of a door code-ness that makes it worthwhile. If that's what you're into.

Tim: I was stumped as to why I liked *Countdown To Doomsday*, and I'm a tad foxed by the attraction of *Matrix Cubed*. I mean, *Bards Tale*/SSI *D&D* games – I ask you! But there's something that makes both the original and its sequel as 'unputdownable' as a book stapled to your hands. The 256 colour graphics aren't the prettiest around, but they're full of comic-book character, especially the spaceship screens. And the plot is addictive, with just the right balance of reward and challenge for someone who has no patience and usually hates adventure games (ie me).

But sadly, SSI seems to have accepted that everyone really liked the first game, and the designers have done nothing to improve on it (besides adding more characters and weapons). All the annoying fiddly bits – like having to reload from scratch to access saved games, and the clumsy *D&D* inspired combat system – are still there. That's the price of converting an existing RPG system like *Buck Rogers* – there's not a lot of leeway if you're to please the paper RPG'ers. But you can't help feeling that they could have tweaked the graphics or added *some* new dimension to the gameplay.

However, in the end, the story wins. You land on an asteroid, get wind of a deal between RAM and Killer Kane, locate a new laser complex, destroy it using timed explosives, then escape from under the nose of a heavy cruiser back to your secret base with only a gallon of four star to spare. All the time, the game is coaxing you along with tantalising hints of what's to come, even if you do have to wade through endless boring combat sequences to get there. I want to finish this game, preferably before I go to bed – put me back in the cupboard!

GRAPHICS 83	ADDICTIVENESS 92	OVERALL 85	
SOUND 79	EXECUTION 80		



Itching to pull more combat duty – yeah, you're right there. Playing bodyguard to a Sun King's about as interesting as being an embalmer's apprentice.



There appear to be a number of martians reaching into their robes to pull out their weapons. Oo-er, I don't like the sound of that. I think I'll jump on the Sun King – it'll be the most fun I've had all day.



Back in orbit on Salvation, preparing for the next leg of the adventure. The spaceports act as focal points between episodes in the game. They're also where you buy plasma jelly for your Mercurian Heat Guns, in case you were wondering.



En route to Ceres, a big fat asteroid with a half-built Doomsday Laser stuck on it. Must remember to check there's enough water in the radiator before we bunk off home.



In combat with a load of pansy RAM security guards wearing purple ninja incontinence pants. A Mercurian polearm should take care of them, even if they are trying to hide inside computer consoles. (*Sigh.*) They never learn, do they?



Funnily enough, Ceres is orbited by an even bigger, fatter,heavy cruiser. Bloomin hooligans. Cut you up in the fast lane then slice you to bits with a beam laser. No manners, these RAM raiders.

UNDER WRAPS

GLOBAL EFFECT

Global Effect from Millennium claims to be a 'user-friendly planet simulation', but is it possible to have a user-friendly planet simulation? That's what *Duncan MacDonald* wants to know. See what you think...

"Oh yes, *Sim Earth* – that's a marvellous game... very splendid. Very splendid indeed. It was even mentioned in *The Guardian*, you know." That's the sort of thing most people say about the well-known Ocean/Maxis game. But when you delve deeper and ask the person concerned if they ever actually played it, you get a different response: "Well, no, I didn't actually *play* it, because it looked rather complex. But I know a person who knows a person who *did* play it. I myself, well, I stuck to *Rolling Ronnie*, actually."

This, apparently, is exactly what Millennium doesn't want to happen with *Global Effect*. This is going to be a planet simulation which is instantly accessible to all (even your old gran), with scenarios to suit all tastes. So what's it all about?

SCENARIO BLURB WARNING

Yes – it's scenario blurb time, straight from the not-quite-finished *Global Effect* manual. But it's all been written sensibly and concisely, so don't fret – there's not a purple passage in sight. It'll be over in a second...



"Global Effect is a world strategy game which simulates the interaction of economic, industrial, environmental and military factors in managing the world balance. The player may tackle real-life problems such as global warming, industrial pollution, or managing the economic or military race for world dominance. Equally, the player may choose to build new civilisations in new, unique world environments.

THE GOAL

The goal in this game is to build and maintain successful civilisations against a backdrop of different economic, industrial and environmental situations in three types of game, which are as follows...

Save A World: *Four scenarios in which you must solve man-made crises which threaten civilisation and the environment.*

Create A World: *Your task is to build successful civilisations from scratch on planets with widely differing environmental characteristics.*

Rule A World: *You compete with another player to dominate the world by either economic or military means."*

Okay, it's all over. "Hmm... *Sim Earth* with knobs on," you're probably thinking, and who can blame you – there's no getting away from the Maxis planet simulation, no matter how hard you try. But there's also another heavy Maxis influence in *Global Effect* – it's *Sim City*. ◄ Just look at this. Can't deny it, can you? *Sim City*, *Sim Earth* and, when it comes down to it, there are bits of Sid Meier's *Civilization* involved as well. But what exactly do you do? It's a good question, and not one that's easy to answer concisely – this is rather a large game we're dealing with. The best thing to do is break it back down to the three different scenarios, like this...

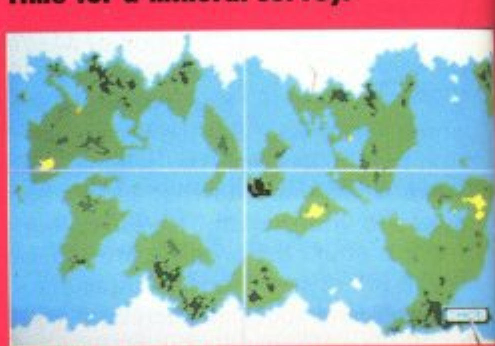
CAUSE E



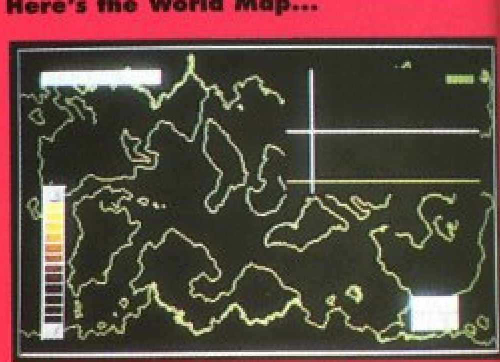
City running short of energy?



Time for a mineral survey.



Here's the World Map...



... and here it is, erm... in outline.



That's

... ar

Boo

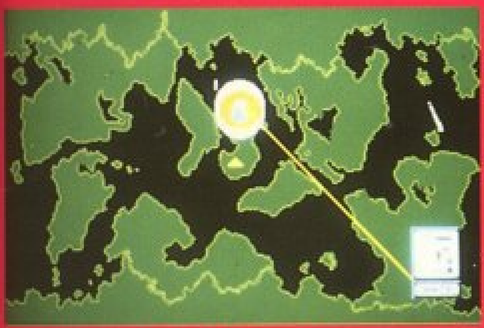
...

SAVING A WORLD

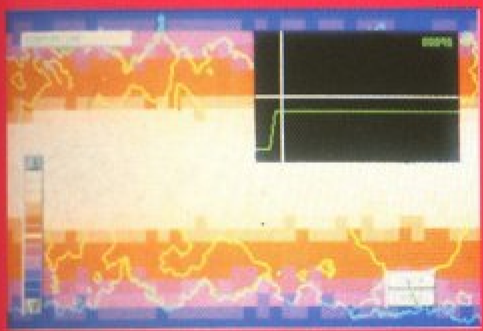
This is the extremely worthy part of the game – the part that *The Guardian* would 'approve of', in the same way that it 'approved' of Sim Earth. As you may have twigged, you have to save an entire planet. You can plump for four disaster scenarios: Post Nuclear (contamination, nuclear winter etc.), Post Industrial (loads of CO_2, ozone depletion etc.), Global Warming (polar ice-caps melting, inland deserts spreading) and Spent World (in which there are very few natural resources left for you to plunder).

So what can a humble person do? Plant trees? Good idea, if the trees can survive. Build four trillion coal-fired power stations? Not so clever. Call

E EFFECT


That's more like it! The military map.


... and military installations.


Boo! It's back to Global Temperature.


... the window to access more data.

Anneka Rice? Possibly. The options open are numerous, to say the least, but experimentation is the order of the day – *Global Effect* is a 'learn as you progress' sort of a game, after all.

CREATING A WORLD

This is the most open-ended of the three options – you'll be playing on a blank world, starting from scratch. Your goal? To make a self-sustaining global colony. There are nine planets to choose from – one of them is totally customisable, while the other eight offer predefined environmental situations. The customisable world will begin with whatever conditions you've told it to, but as for the rest, well...

Unstable World: This is a very young world – its surface is pretty unstable and there's not much in the way of forest cover. Constant earthquakes are a problem, as is the intense volcanic activity. The presence of extensive mountain ranges only adds to your city construction problems.
Frozen World: Huge polar caps cover much of this planet's northern and southern hemispheres. Most trees are coniferous, which means little in the way of rain forest. Some cities will be threatened by the continued expansion of the ice caps, but at least seismic activity is low. Well, generally low.
Archipelagos: This warm, watery world is made up of large numbers of small islands. But although the environment is well-balanced, it's very hard to establish a large power base here. It's the islands, you see – they cock things up, forcing you to re-construct 'Stockholm' every time you play (unless you're particularly clever).
Barren World: Old, barren and hostile – that's this planet. It's a bit like Robin Day, really. Global temperature is high, seismic activity is fairly stable and there's a lot of desert, which means trees and shrubbery are scarce. There's a plus side, though – it comes in the form of considerable reserves of fossil fuels.
Pangea: What we have here is a planet with much of the surface area taken up by one giant land mass. Great for large cities, apart from one thing: lack of water in inland regions. Oh, and the fact that seismic activity is ridiculously high. Still, there are more trees than you could shake David Bellamy's 'gentleman' at.
Forest World: As you'd guess, it's full of trees. This means that to get any cities going, a lot of the trees will have to be cut down. And you know what happens when you cut down too many trees, don't you folks? (If you don't, a quick telephone conversation with Sting should clue you in.)
Mineral Rich: Sounds good, eh? A history of massive seismic activity has resulted in many rare minerals – uranium in particular – being present near the surface. There's got to be a down side, though... and there is. Mountains and deserts abound while trees, well... where are the little buggers? Nowhere.
Fossil Rich: We're talking coal and oil here, not the crap trilobytes primary school children always collect for their science projects. This is still a young world, with loads of forest coverage and plenty of plain land for city construction. Too good to be true? Unfortunately yes. Earthquake! Earthquake!

RULING A WORLD

This is the part that *The Guardian* wouldn't be too keen on, but who cares, eh? While others are busy *saving* their worlds, you can be busy in this scenario taking yours over – by military means like the Americans, or by economic means like the Japanese. Here are the two Ruling A World options...
Industrial Power: A rival is present on the planet – he'll develop heavy industry in order to achieve economic dominance, but will tend to do so at the expense of the natural balance. You'll need to contain his expansion by any available means, repair the environmental damage he causes and construct a new, cleaner world. Don't be *too* nice though, eh?
Military Force: Your opponent is ambitious and his policy is, well... it's war. You'll have to defend yourself and will almost certainly have to engage in military combat in order to eliminate his threat. But how? By using the by-products from your nuclear power stations to construct nuclear warheads, that's how. You can have battleships, bombers and missiles at your disposal if you take the time to (or can afford to) build them.


The world's your oyster.

So that's *Global Effect* in a nutshell. But the question that still remains to be answered is whether it's less complicated than *Sim Earth*? Well, the answer is yes, but it's still pretty 'involved'. There are graphs and charts all over the shop, depicting everything from the amount of global air pollution to the coverage levels of carbon dioxide, or from the overall condition of the ozone layer to the localised temperature zones of the entire planet. You have to conduct seismic surveys to decide where to mine (and for what), and you have to check data for the likelihood of earthquakes.

Will *Global Effect* succeed where *Sim Earth* scared everyone away? Is it a heavyweight game which comes in an easy-to-swallow tablet? Looks like you'll just have to wait until next month's review to find out...

WHAT'S WHAT

TITLE	Global Effect
PUBLISHER	Millennium
FORMAT	ST & Amiga/PC
PRICE	£29.99/£34.99
RELEASED	April/May

STOP

review

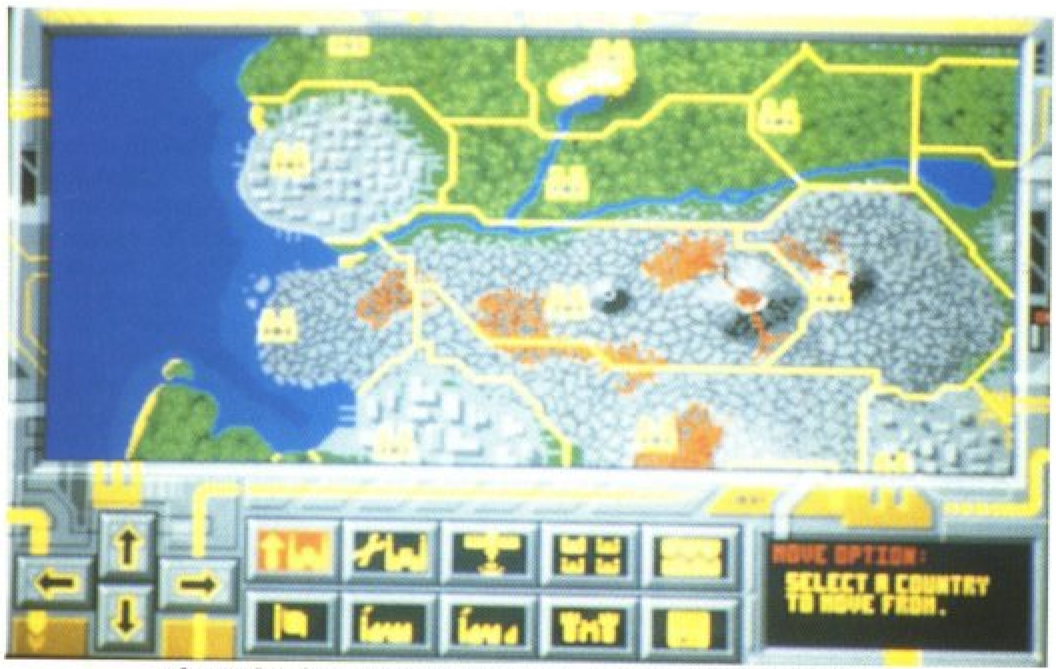


STEEL EMPIRE



Remember, kids – never resort to violence (ahem).

"Steal Empire? I can't do that – it's a software house, how am I going to get it in my swag bag?" protested Toby 'Doctor' Finlay. So we had him fitted with a hearing aid and then pointed him at Millennium's new strategy/arcade title.



Play School 2001AD: the Titanium Reinforced window.

Cybernetics, eh? Now there lies some dodgy ground. There are people who build cranes out of Technic-Lego and drone on about how they're artificially intelligent, and then there are scientists. They simply carve up monkeys, try to turn them into cyborgs, realise they can't, and then come to some kind of 'scientific conclusion' (like "if you take to an anthropoid with a chainsaw, it dies").

This new strategy/arcade blend from Millennium has nothing whatsoever to do with plastic building bricks, but quite a lot to do with robots. This is fortunate, because the aim of the game is to conquer a world and, as most commanders will tell you, small yellow cuboids have a bit of difficulty handling heavy artillery. Cyborgs, however, do not – they tend to have uncannily large weapons built into various appendages. This makes them ideal fighting machines, but not so good at parties:

Guest: Hello, how do you do?
Cyborg: Fine, thanks – pleased to meet you.
(*They shake hands.*)
Guest: I say, you've accidentally activated your heat-ray and severed my arm.
Cyborg: Oops.

However, you're not going to be having any parties – this game's about all-out warfare. You start with a homeland and some dosh in the bank, and using these raw materials you must erect factories which can create robots. You can also build extensions to the factories, which enhance their performance, but initially funds are limited, so your primary objective is to get some droids up and running. There are nine different types to choose from, ranging from big and powerful to small and crap. This is your workforce – they'll do all your dirty-work, from spying on cities to destroying whole countries.

The thing is, you're not alone. There are other megalomaniacs (played by either the computer or your chums) who also own factories. If a conflict occurs, you can grab your joystick and indulge in a bit of action (or pour yourself another shandy and let the computer do it for you). It's a sort of futuristic *Dragons' Breath*, really. Why don't you read on to see how similar it is? (***Because I'm a lazy git. Reader's Voice.***) Oh.

WHAT'S WHAT

TITLE	Steel Empire
PUBLISHER	Millennium
PRICE	Amiga & ST/PC
FORMAT	£29.99/£34.99
RELEASED	Out now

AMIGA A

Toby: The middle ground between strategy games and arcade games has always been something of a no man's land. There have been many attempts but no memorable successes – the arcade element is generally too tame for die-hard shoot 'em up freaks, and the brain-taxing part too easy for war gamers. But I was pleasantly surprised by this game. The introduction displays the blueprints of the numerous cyborgs, and though once you've seen it you won't want to again, it's pretty good the first time round. Into the game proper and you're confronted with an option screen – you can choose to either play the full game, the arcade sections or just the strategy bit.
The best way to review this is to treat each section totally separately. Let's start with the shoot 'em up bit – it's skill. You start at the opposite end of a landscape to your opponent and it's a mad dash to find him and blow him away. It's neat against the computer, but when you've got a human opponent there's nothing like it. Sharp graphics, beefy sound, smooth scrolling – a total thumbs up. But what about the strategy half? Er... it's a bit disappointing after the arcade game. Still, I was hooked to my Amiga for a few hours, if only to hear the smart in-game speech.
It's not really fair to mark it solely on the merits of the shooty section or just on the 'thinky' part, so I'll give it some sort of average - and then bang it up a bit, simply because the shooter's so good. STOP

GRAPHICS 88	ADDICTIVENESS 85	OVERALL 83
SOUND 89	EXECUTION 80	



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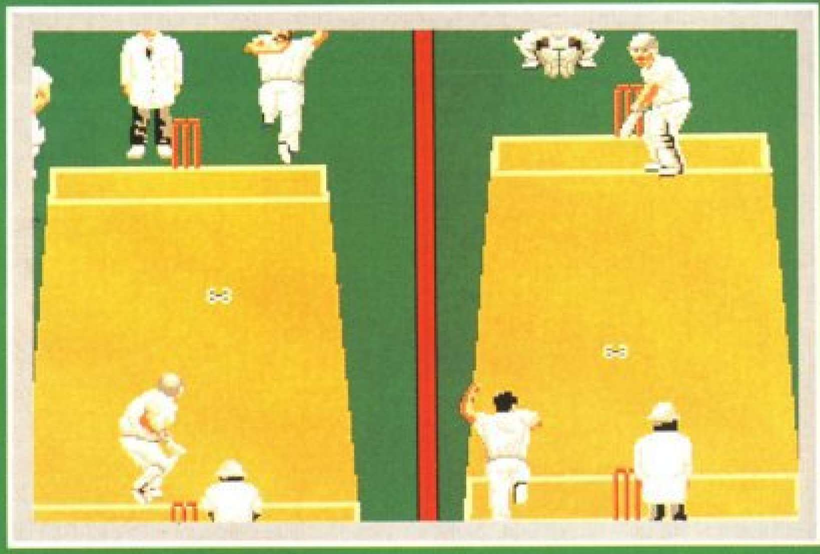
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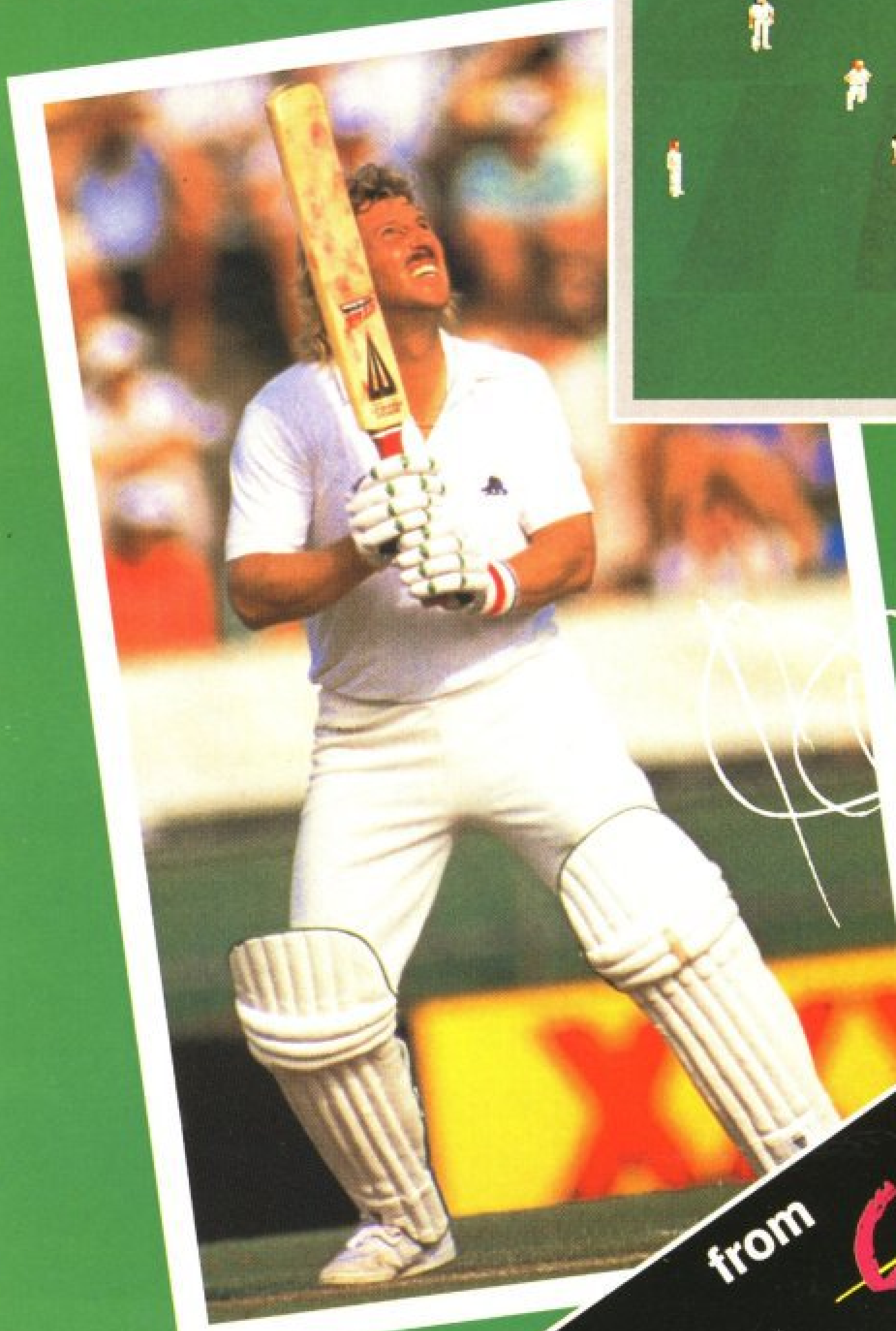
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ORK

An ork? What the hell's an ork?" cried *Amaya Lopez*, her multi-lingual skills on the line. Before anyone could reply, she added: "Oh, I know – it's Minus-D, the language spoken by tribes in Denmark. They always omit to use the letter 'D'." (*Hmmm... shouldn't that be 'Enmark' then? Ed.*)

Luckily, the Heyadahl race weren't fluent in Minus-D. They were, however, unfortunate in looking extremley thuggish despite being a fairly peaceful people. Because of this, other more warlike races fearful of the Heyadahls, attacked them on a regular basis. To counter this threat, the Heyadahls quickly improved their technological skills, creating a fleet of smart battle space cruisers and forming a training academy where only the crème de la crème would succeed.

The Heyadahl cruiser captains were trained to perfection, and everyone wanted to be one. You play Ku-Kabal, a young, rather odd-looking character with similar aspirations who's spent seven aurms preparing for the star cruiser test. He also knows that those who fail are never seen or heard of again. On the dreaded day, his Examiners inform him about the gruelling ordeal ahead.

There are five yummy levels to complete, consisting of logic puzzles and fearsome fights against a plethora of enemies, including key-guarding end of level bosses. Rather considerately, your examiners pack you off with basic twin-cannons and an empty jet-pack. In addition, your regeneration abilities have been taken away, leaving you with only one life. But before you chicken out, you're told that along your journey you'll find ammo clips for your cannons, jet fuel, and laser switches with keys to put a halt to any nasty enemy beams and force fields.



If Ku-Kabal does well, he'll be able to collect life-force hearts to give him extra energy. The 'how close you are to pegging it' readout is displayed in the oscilloscope at the top of the screen – if it shows a flat line, you've had it. En route, you can check your life-force level at a computer terminal, use the handy Scanner mode to survey the surrounding area and bundle up to eight pieces of handy equipment into your inventory.

Amaya: *Ork* is a rather unusual little number. It's 'unstraightforward' nature may be slightly off-putting at first glance – in fact, I wasn't really sure what genre of game I was playing.

However, *Ork* did remind me of *The Killing Game Show* – another Psygnosis title released back in 1990 – with its combination of nasties, weapons, and different types of keys to collect. It does contain rather fab little touches, like the neat little rocket launcher which sends you zooming all over the shop in your attempt to escape from one level into the next. The Scanner Module can be consulted to help you decipher the section of a particular level and there's also the fact that you have to hack into computer terminals to examine your enemies' scattered objects.

Overall, it's quite challenging – getting from one part of a level to another will not only require manual dexterity, but also the ability to solve varied puzzles. Some of the levels contain more nasties than brain-blasters, but most contain a fiendish combination of the two. It's also frighteningly easy to get killed – particularly if you have the co-ordination of a lemon.

The graphics are high standard, parallax scrolling jobbies, and the sci-fi sound effects really egg you on. All in all, *Ork* is a well-crafted game – not devastatingly original, but containing as much substance and variety as a tandoori mixed grill. However, I'm still not entirely sure why the game's called *Ork* – unless it's a Minus–D reference to the reckless Ku-Kabdul. STOP



And fireballs to you too, mate.



What pretty colours... what a pretty fireball. Aaagh!

WHAT'S WHAT

TITLE	Ork
PUBLISHER	Psygnosis – not
FORMAT	Amiga
PRICE	£25.99
RELEASED	March

GRAPHICS	87	ADDICTIVENESS	82
SOUND	83	EXECUTION	86
OVERALL	85		

review

INDY HEAT

***Indy Heat* has just been released on the ST and Amiga, so we sent *Martin Pond* down to Battersea to take Sales Curve's new baby for a spin. As he clambered behind the wheel of his mum's Fiesta, he turned and said: "Sorry, what does this pedal do again?" Oh dear...**







How to do it, *Indy*-style.



Hurry up – crack the champagne!

WHAT'S WHAT

TITLE	Indy Heat
PUBLISHER	Storm/Sales Curve
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Out Now

***Indy Heat* is a multi-player, top down racing game which began packing gangs of boy racers into the arcades a few years back. The Sales Curve's conversion allows three players to drive at once – you'll have to draw straws though, 'cos only two of them can use joysticks, player three being lumbered with the keyboard. The fourth car is computer-controlled, and tears around setting the pace.**

Each player has a budget to spend on upgrading their car. There are boosters to be had for six different components: Tyres, Engine, Brakes, MPG (which improves fuel-efficiency), Pit-Crew (which speeds up your pit-stops), and Turbo's (which give you an extra temporary boost of speed). There are ten different circuits, each one based on a real American race track. Before each race you're shown a map of the layout, which you can study to decide how your money would be best spent. A ridiculously simple track like Indianapolis will need a different combination of extras than one of the twisty, turny circuits. Don't worry if you can't decide what to buy, though – you can get the computer to choose for you.

When you're racing, the controls are dead simple – left and right to steer, fire to go, and forward for a quick turbo boost. Your fuel supply and the number of remaining turbo boosts are shown on screen. Before your fuel runs out, a digitized voice and a little chappie holding up a placard lets you know it's pit-stop time. When you enter the pits, the crew rush around filling up the tank, replacing your turbo's and emptying the ash-trays. After a few seconds, the jacks come away and, pausing only to stash your free wine glasses, you can wheel-spin off again.

The overall winner is decided at the end of the tournament, when you're each told your average speed. Did you travel at a constant, fuel-efficient 55mph, or did you manage to clock up the sort of speeds that even Viscount Linley would be arrested for? Only the computer knows for sure.

Martin: The world of Formula One car racing – the roar of engines, the smell of burning rubber, the glamour, the speed, the dolly birds and the burns injuries. Is it possible to capture this atmosphere using five-millimetre long sprites, rushing around a one-screen circuit? 'Course not, dopey. But Sales Curve *has* produced the next best thing – an immensely playable racing game which is easy to pick up and allows you to get all bolshie and competitive with a couple of pals.

My only niggle concerns the shortness of the races. I'd quite happily play a real-time Le Mans 24 hr endurance stage, but sadly it always feels like my fender-bending antics have only just begun when the computer car's taking the chequered flag. Usually it's the only car on the track that gets on with the matter in hand, and doesn't get involved in gratuitous argy-bargy. Shame it doesn't emulate the bully-boy driving style of Mad Max, it'd be a lot more fun.

Cutting up your opponents and forcing them off the road is a real laugh. If you're feeling really Dick Dastardly, you can nobble another player by deliberately shunting their car off the jacks when it's in the pits. This slows them up and squashes one of their pit crew. Now you couldn't do *that* for real in the world of Formula One racing. Well, not more than a couple of times... STOP

GRAPHICS	82	ADDICTIVENESS	90
SOUND	85	EXECUTION	84

OVERALL 89



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OVERALL
89



DAFT AS A BRUSH

Sensible Software is based in March, Cambridgeshire's very own Silicon Valley. The company comprises of Chris Yates, Jon Hare and a merry band of freelance computer-mercenaries. So just how 'sensible' are they? Do they ever run around the house holding scissors, wear the sort of pointy shoes that lead to corns in later life, or eat sweets found in the street? We sent the daftest person in the ZERO office, *Martin Pond*, to Sensible HQ to find out the answers to these intriguing questions (and to get the lowdown on their newest titles). After catching the wrong train and ending up in Doncaster, he arrived there two days later...

SENSIBLE SOCCER



Set for a June release, to tie in with the European Championships, *Sensible Soccer* is set to be the football sim to end all football sims. The game has been a labour of love for the Sensible boys, who are footie freaks to a man. You can pit yourself against the computer or, better yet, play head to head with a friend and then go and have a bath together. (*What? Ed.*)

The game lets you perform those wicked sliding tackles that you did at school to impress your mates without the inconvenience of enormous friction burns on your legs. You can also be a complete glory boy and leave the opposition for dead with a startlingly bendy banana shot. And there's an action replay facility, allowing you to record a five second snatch of the action – you can re-live that bone-crunching foul again and again, and even save the game highlights to disk so you can wow your friends later on.

Each player has attributes such as speed and tackling ability, and you can personalize each one with a customised appearance. Uniformity of hair-do (the scourge of games like *Kick Off*) is a thing of the past for this squad. Each of the computer teams has a favoured formation and set of tactics, so you'll need the wisdom of a Cloughy to arrange your boys in response to this.

When you play a game that tends towards the full body contact, there will inevitably be injuries resulting from bad tackles. Luckily there's a subs bench, but there's always a risk that an injured player will be out of action for subsequent matches of the tournament. Professional foul? Not me, ref.

Sensible Soccer is a dream to play. Compared to other footie sims, a lot more of the pitch is in view at any one time, so it's harder to lose your bearings. It's dead easy to get the hang of passing and shooting, and there's loads of other stuff, such as the weather facility which can turn the pitch into a slippery mud-bath. Even if, like me, you were always the last one picked at playtime and you always got stuck in defence, you'll still love this simulation.

WHAT'S WHAT

TITLE	**Sensible Soccer**
PUBLISHER	**Tba**
FORMAT	**Amiga & ST**
PRICE	**Tba**
RELEASED	**June**

MEGA-LO-MANIA 2

Unlikely to be ready for release until '93, Mega-lo-mania 2 is at present still far from being 'ergonomically correct'. The Sensible boys were tight-lipped about the sequel to their successful God-sim. However, they did give us a teasing taster of a clue by telling us about some of the new features. They involve geological changes to the land, such as mountain-building and continental drift (go and look it up in your geography notes like we had to).

WIZKID

Wizball, Sensible's first big hit, was an odd one and no mistake. It starred Wizball (a bouncing, pea-like, head thing), a geezer called Wizard and Nifta the cat. Now, apparently, the unholy union of Wizard and this pea-like head thing has spawned Wizkid, a noggin who sometimes has a body and sometimes does without.

As an excuse for even more weird shenanigans *Wizkid* has you rescuing mum, dad and Nifta from the evil Zark. During the game you flip between the aptly-named Head mode (in which you appear as just a head) and the equally descriptive Body mode (in which the same green head sits atop a gawky-looking body). Head mode has you sailing around collecting money while avoiding the bad guys and knocking blocks from the screen by butting them. The Body mode part of the game is more like an adventure – you use your money to buy items that you think will help you solve the various bizarre puzzles you come up against.



At first sight, *Wizkid* has the cutesy look of a kid's game, but it's full of the sort of oddball features that only come from really sick, twisted minds. Watch out for the enchanting penguin sprites who end up getting their necks wrung.

One of the more dubious features is the chance to receive a Golden Shower – a rain of coins from the top of the screen, which occurs when you've collected enough coloured notes in the Head mode bit. Needless to say, when ZERO suggested that Golden Shower was also a term used to describe a game played by consenting adults from within the framework of a loving relationship, the convent-educated Sensible boys were hurt and indignant.

Another feature of Head mode is brought into action if you fail to clear all the blocks from a screen – you're given the chance to make amends by completing the 'Scrabble 2091' sub-game. ZERO can reveal that, despite the '2091' suffix, this is just plain old *Scrabble* – a cynical attempt to dupe the kids with a new title on a crusty old game. "It's a fair cop," said the Sensible boys "but you'll never take us alive."

WHAT'S WHAT

TITLE	**Wizkid**
PUBLISHER	**Ocean**
FORMAT	**Amiga & ST**
PRICE	**Tba**
RELEASED	**Summer**

CANNON FODDER



Cannon Fodder is a mouse-driven combat sim which puts you in charge of a company of twenty or so squaddies during a real-time skirmish, and is set in a play area crawling with enemy. While presently still in an embryonic state, it should be out sometime in '93. Mission goals haven't yet been finalised, but should be based around a standard 'kill everyone wearing a different outfit' directive.

The troops will mindlessly obey orders, happily marching through mine fields and barrages of enemy fire without flinching. None of that whiny, undisciplined 'but I'll be killed, Sarge' you get from the softies in our own so-called professional army. Your squaddies can be placed in up to five groups. Each group can be placed on a varying level of trigger-happiness – you'll be able to specify Continuous Fire, Shoot On Sight, Shoot On Recognition, Return Fire and even a cissy 'Be Peaceful'. The danger of the Shoot On Sight and Continuous Fire modes is that another of your squads may blunder into this friendly fire – understandably, this tends to be bad for morale.

There are various vehicles which will be put at your disposal – helicopters, tanks and jeeps are all on the cards at the moment, with space hoppers as an outside chance. And, of course, there will be all sorts of weapons to be had.

Each soldier will have a rank and a rating in nine different skills. Every time he survives a mission, he will be promoted and his skill rating will rise in any of the activities he has been practising. The rank of a soldier is important, because it will affect his leadership ability.

Each group has a leader who delegates duties to the others with a success that will depend on this ability. For instance, if your team were to get into a jeep, the leader would decide who is to drive, who is shoot out the window and who is to moon out of the back. If your leader was a bit inexperienced, he might well put the team's cack-handed Andy Ridgley figure in the driving seat, leaving the Nelson Piquet-type in charge of the tape deck. Although you will be able to go back and put the men into a more sensible arrangement, if you're in dead trouble you want to be able to trust the decisions of your group leaders.

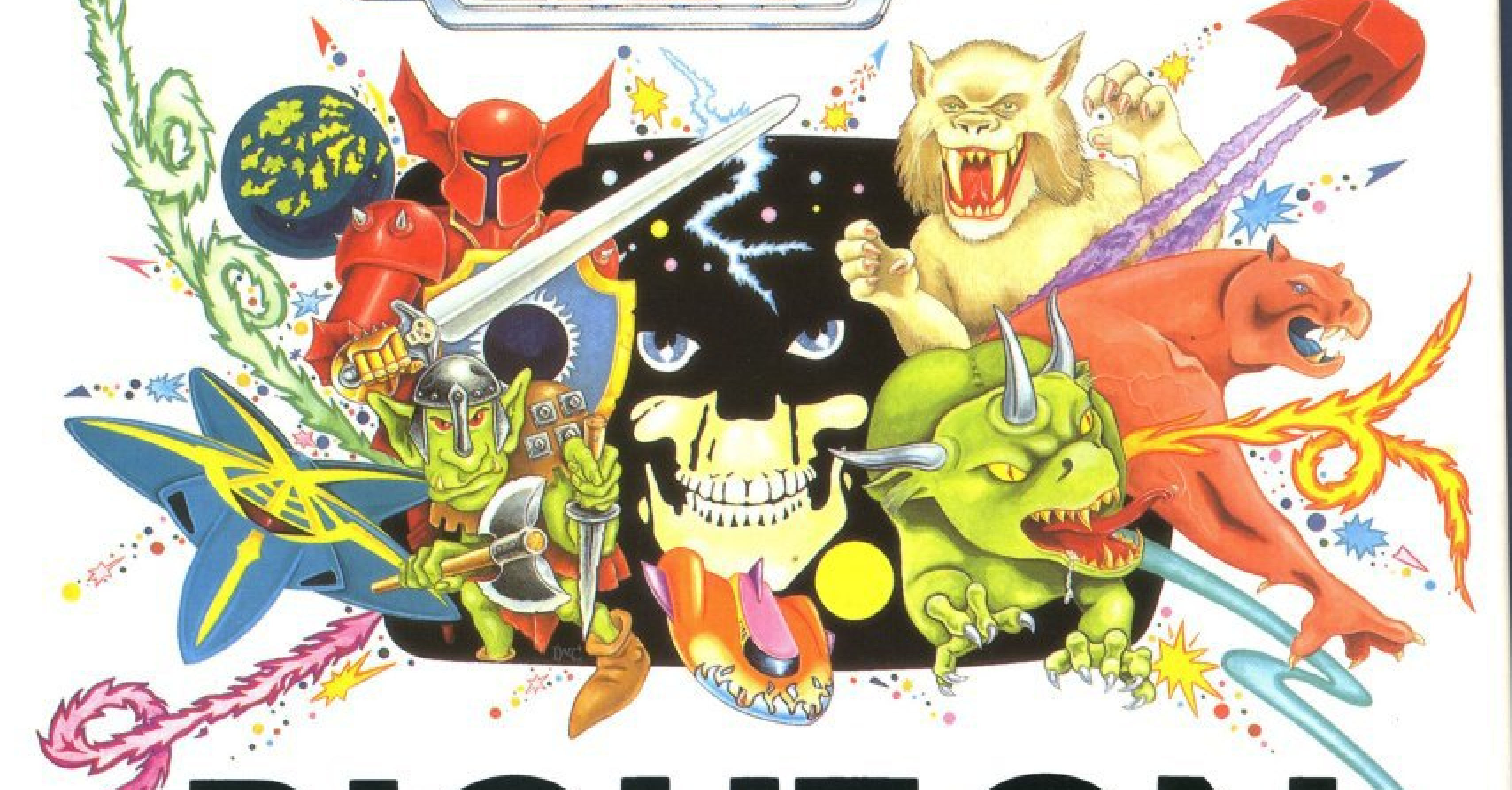
By the sound of it, one of the best bits about *Cannon Fodder* will be the constant stream of radio traffic which keeps you abreast of what your men are up to. The digitised voice of some John Wayne type will say stuff like: 'Destination reached', 'We're under fire', 'Send in reinforcements', and 'I've broken a nail'. Boy will it be atmospheric.

WHAT'S WHAT

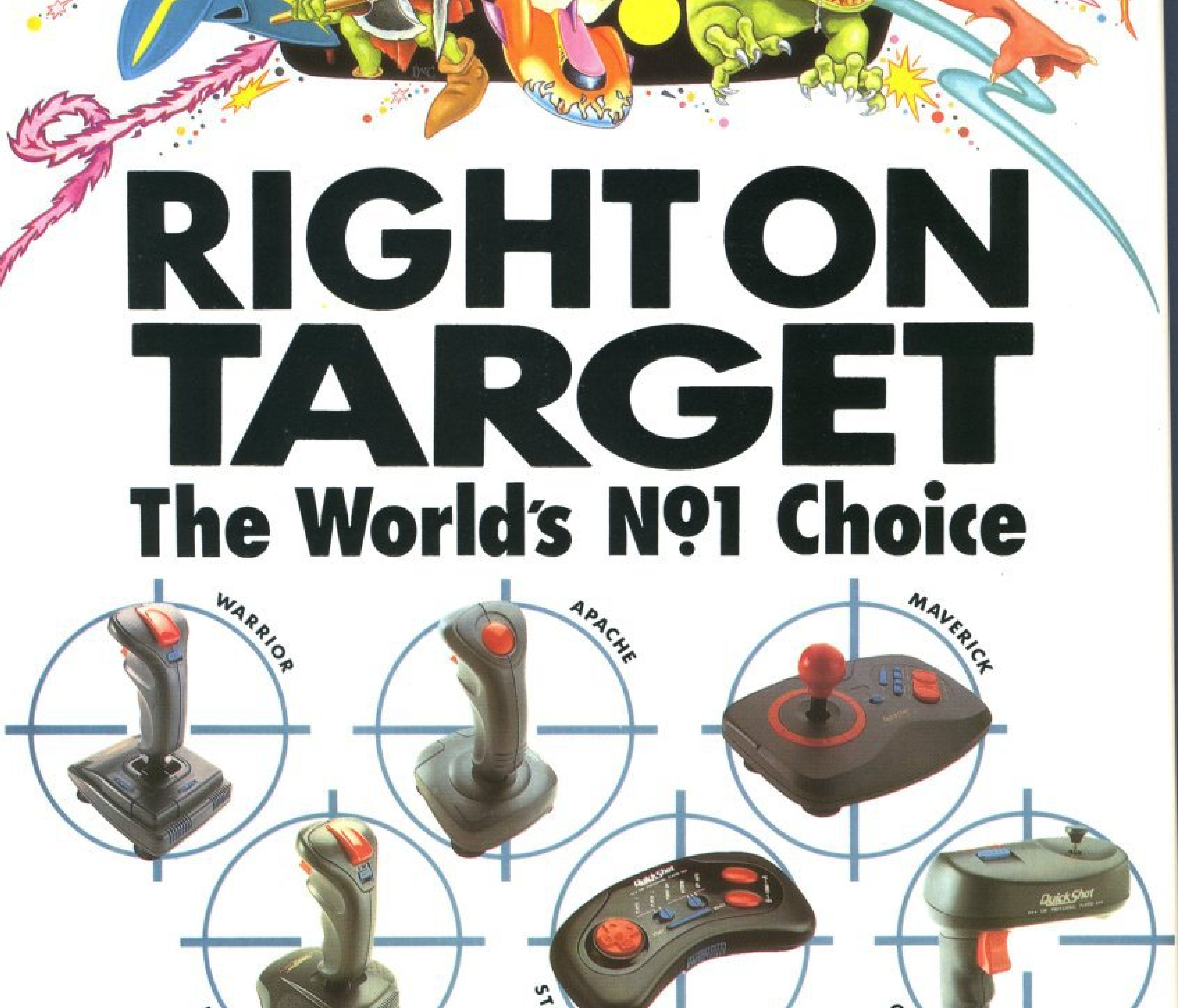
TITLE	**Cannon Fodder**
PUBLISHER	**Tba**
FORMAT	**Amiga & ST/PC**
PRICE	**Tba**
RELEASED	**1993**

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STAR TREK

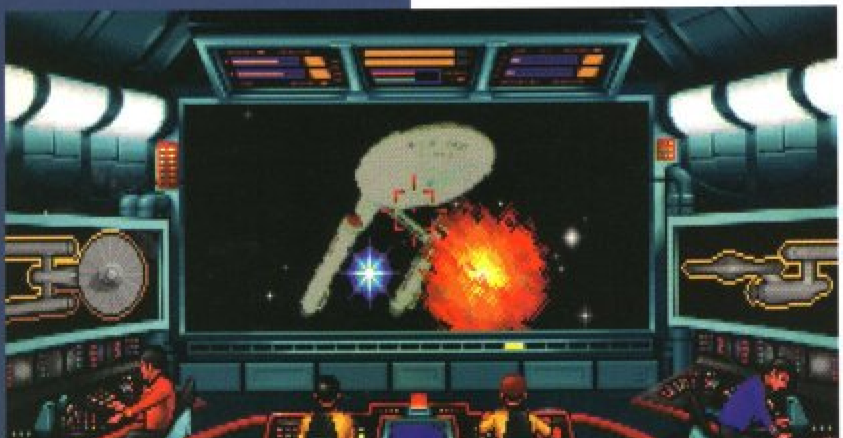
We were in the pub, talking about Electronic Arts and its affiliate label Interplay, when suddenly *Duncan MacDonald* knocked back his snakebite and ran out of the door. Our interesting conversation had jogged his memory – he'd remembered that the deadline for his Star Trek, The 25th anniversary review was 12 hours away...



Alcohol (unless you've consumed too much of it) makes you go all gooey and wibbly. Well, it does for most people anyway, and in this way it's a bit like Star Trek. Any hardened Trekkies will know what I mean, and it's that the crew of the USS Enterprise are like dearly loved friends. You get a warm feeling when you're 'with them' on the bridge or 'with them' on an alien planet full of polystyrene rocks – even if they are on one side of the TV screen while you're on the other, picking bits of dirt from your toenails with a bit of cardboard. If you're not a Trekkie then this may all sound a bit daft, but it's true, it really is.

Hard-core Trekkies even feel like they've had *sex* with certain cast members, namely Yeoman Rand – although at this point it's my sad duty to have to point out that Yeoman Rand isn't actually in this interpretation of the cult TV series. But don't worry too much... all the real regulars are. And they're all in character, too. From the moment you get the opening "Space, the final frontier" message to the moment you get totally stuck on your first mission, the atmosphere literally drips with pure Rodenberry juice. Turn over for a sort of storyboard thingy to give you the idea...







"Captain, there's a planet ahead." "You're right, Sulu. It seems to be getting... *bigger*."

THE VOYAGE T

Based very heavily on the first level of *Star Trek, The 25th Anniversary* from Electronic Arts/Interplay. Cast: Everybody except Yeoman Rand.

SCENE ONE



The Enterprise is in the Sol system and planet Earth can be seen rotating in the distance, on the view screen. Captain Kirk, Mr Spock, Lieutenant Uhura, Lieutenant Sulu, Ensign Chekov, Doctor McCoy and Lieutenant Commander Scott haven't a care in the world, apart from the fact that they're now old, bald and in one case extremely fat. You've been playing the game for roughly three seconds when suddenly a message pops onto the screen: "The USS Endeavour has raised its shields, Captain – we advise that you do likewise. Good luck." As your fingers hit the function keys and your mouse-driven cursor arrow whizzes about the screen in preperation for battle, your imagination supplies the dialogue...

Uhura: Captain, I've just received an urgent message from Star Fleet Command.
Kirk: I know, Lieutenant, I just saw it myself – it was printed in extremely large type on the view screen. Mr Sulu?
Sulu: Yes Captain?
Kirk: Raise the shields, we're engaging the enemy craft.
Sulu: Raising the shields, Captain.
McCoy: But Jim, that's not an enemy craft, it's our sister ship, the USS Endeavour. We're on the same side. There's no danger.
Kirk: You're right Bones. Mr Sulu?
Sulu: Yes Captain?
Kirk: Lower the shields, we're not engaging the enemy craft after all. It's not an enemy craft. It's on our side. We're in no danger.
Sulu: Lowering the shields Captain.

WHAT'S WHAT

TITLE	Star Trek: The 25th Anniversary
PUBLISHER	Interplay/EA
FORMAT	PC/Amiga
PRICE	£34.99/Tba
RELEASED	Out now/Tba

SCENE TWO

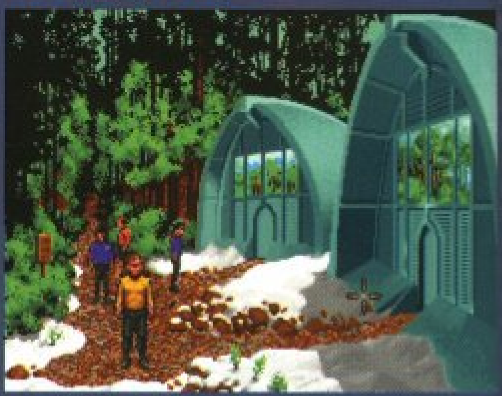
Suddenly the entire bridge judders, the view screen goes momentarily fuzzy and Lieutenant Uhura's mug of Ovaltine smashes onto the floor. The Enterprise has taken a direct photon torpedo hit.

McCoy: I don't like it, Jim.
Kirk: You're right Bones. Mr Sulu?
Sulu: Yes Captain?
Kirk: Raise the shields again.
Sulu: Shields raised, Captain.
Spock: Captain...
Kirk: Yes, Mr Spock?
Spock: Captain, it would appear from my computer readouts that we are indeed under attack from our sister ship. I can't be sure, but I would assume this to be a training exercise of some description... it's the only logical explanation.
Scotty: But they're not firing blanks, Captain – that photon blast just cost us 10% of our power, not to mention 100% of Lieutenant Uhuru's malted beverage. We canna take much more of this punishment.
Kirk: I agree, Scotty. Repair the sensors immediately, priority one – we'll need full vision on the screen as quickly as possible.



Scotty: I canna manage it Captain, my fingers are too fat – the opening for the sensor circuit panel is very, very small.
Kirk: Do your best, Mr Scott. Use some tweezers. Mr Sulu?
Sulu: Yes Captain?
Kirk: Raise the shields.
Sulu: But the shields *are* raised Captain.
Kirk: *(Sternly).* Then lower them and then raise them again, Mister. That's an order!
Sulu: Aye, Sir. Shields lowered and raised.
Kirk: *(Spinning in his chair).* Mr Chekov?
Chekov: Yes Captain?
Kirk: Arm the weapons systems. We're going to *take* the USS Endeavour, and prove once and for all to Starfleet Command exactly who...
Scotty: Och! The shields have failed, Captain. We're on emergency power. The engines are down. The sensors are out. The energy crystals aren't recharging. The worlds a very nasty place. Life's a bitch and then you die...
Spock: We've taken two direct phaser shots to the hull, Jim.
Uhura: Captain, I have a communications signal from Starfleet command.
Sulu: Chekov's spilt his Ribena on my lap, Captain.

SCENE THREE



After Starfleet Command have 'congratulated' you on your pathetic performance, you're given your first mission. It's to travel to the planet Pollux and investigate a bit of a to-do – monsters are on the loose, and they're interfering with the natives. After consulting the starmap in the manual and getting Chekov to warp you to your destination, you instruct Sulu to place the Enterprise in close orbit. Then you beam down with three crew members. But which ones?

McCoy: I don't like it, Jim.
Kirk: What don't you like, Bones?
McCoy: I don't like the fact that we're not all in the same uniform, Jim. It's messy. Why is the fourth member of the landing party (who I've never seen before) wearing a red jumper?
Kirk: Don't worry, Bones, he's the security officer. The reason he's in red is to remind us that he's not indispensible. If you, Spock or myself get killed then the game is over, but if the security officer gets killed then we can carry on as normal.
Spock: Captain, our mission is pressing...
Kirk: Yes, Mr Spock. Thank you. Very well, let me see, which way shall we go? Ah, north, through those trees.
McCoy: I don't like it Jim, there are some buildings right next to us – maybe we should visit them first. We may be given some clue as to what's going on...
Kirk: May I remind you who's Captain of this landing party, Mr McCoy. Follow me.
Security Officer: Oh no...

SCENE FOUR



The path north leads to a mountain cave... a tunnel of some sort. As the group approaches the entrance, three Klingons literally spring from the undergrowth. Kirk, Bones and Spock barely have time to set their phasers to full power before the security

TO POLLUX

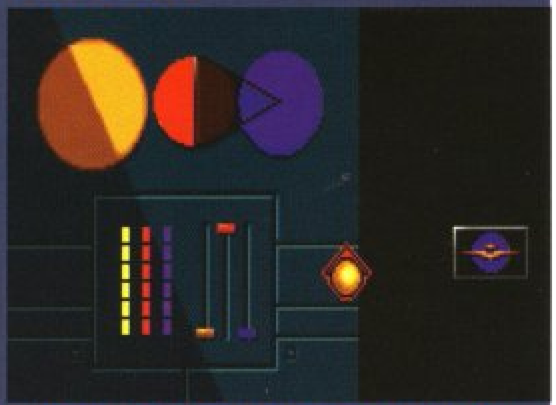
officer in the red jumper has taken the full force of a Klingon rifle's light beam. The smoke clears...
McCoy: He's dead, Jim, whoever he was.
Kirk: He was a brave man, Bones, and I for one shall always remember him...
Security Officer: I'm not dead, I was just injured slightly. I'm fine now, honestly.
Kirk: That's the spirit. We'd better search the area for clues.
Spock: The three dead Klingons don't appear to be klingons, Captain. My sensor readings indicate the presence of metal under what seems to be a thin covering of plasti-skin.
McCoy: I don't like it, Jim...
Kirk: You're right Bones, they're androids. Look, there's a severed hand on the ground with wires poking from it where the veins and arteries should be.
Spock: If I may suggest, Captain, it would seem a logical step for us to take the severed robot hand with us when we enter the cave system. It may prove to be of considerable use.
Kirk: If I may suggest, Mr Spock, it would seem a logical step for you to shut your logical mouth. What possible use could we find for the severed hand of an android? Honestly, Vulcans!
McCoy: You tell him Jim.

SCENE FIVE



Kirk, Spock and McCoy (and the bloke in the red jumper) are confronted by a large pile of boulders. After a nifty piece of vapourising phaser work, a door is revealed - and so is a man, apparently a native of the planet Pollux... he lies motionless on the rubble, directly beneath a small panel (which looks as if it might have something to do with the unlocking and opening of the door).
McCoy: I don't like it Jim.
Kirk: You're right, Bones, I wonder if he's alive? Why don't you use that thing you always wave over ill people... what is it?
McCoy: A medical tricorder, Jim.
Kirk: That's it. Wave it over him.
McCoy: He's dead Jim. *(He's not. Ed).*
Spock: Captain, my *science* tricorder has revealed that the small panel next to the door is a lock not dissimilar to those on board the Enterprise. It requires a palm print. I think...
Kirk: You in the red jumper. You heard Mr Spock. Put your hand on the panel.
Spock: But Captain, the logical thing...
Kirk: Forget it Mr Spock, we have a volunteer.
(After a blinding flash, the Security Officer is thrown to the floor.)
McCoy: He's dead, Jim. *(And he really is this time. Ed).*
Kirk: He was a brave man. I'll remember him always. Hey, I've got an idea: let's go and get the severed android's hand.
Spock: *(He says nothing, but you know what he's thinking).*

SCENE SIX



(INCLUDING A COMPETITION IN WHICH YOU CAN WIN A COPY OF THE GAME)
Kirk, Spock and McCoy have reached another room, where Kirk discovers a mysterious panel. He approaches it and the view zooms in... There are three sliders and three strange symbols. Are the symbols clues to the positioning of the sliders, or what?
Kirk: We can't get any further until we've worked this out. Where's the man in the red jumper when you need him? Maybe we should go back and visit those buildings we saw earlier.
McCoy: You're right Jim. Where's your logic now, Spock?
Spock: I have insufficient data, Dr McCoy, that is all.
If you think you can work out where the sliders should be then send in your diagrams and the logic involved in your decision. The first correct answer (if there is one) will receive a free copy of *Star Trek* from Electronic Arts. We can't say fairer than that, can we?

PC

Dunc: I'll go for some short, jerky sentences here – it's a good way of conveying a lot of information quickly. Here goes... *Star Trek*, fully digitised battle scenes in space, which make *Wing Commander* look pathetic. Twenty different planets to visit, with the threat of Klingon, Romulan or Elasi Pirate ships cropping up before (or even after) you've beamed down. Devlishly hard adventure problems coupled with a rather fab point-and-click interface system. Character scaling for those 'walking towards' and 'walking away' moments. Brilliant atmosphere, with the all-important Trekkie humour throughout. Everything a Trekkie could hope for, basically, with the action bits and the adventure bits gelling together perfectly, offering far more than the sum of their individual parts. Sounds good?
Okay, so now for some downers for a bit of balance. Got a slow PC? Forget it – you need a ninja death setup. What else? Hmmm... the adventure side does suffer from a fair old rake of 'repeated message syndrome' after a while – there aren't any 'He's said this before so we'll make him shut him up' buffers. (*Monkey Island* it isn't.) So what else? Er... eight disks – the game takes nine thousand trillion years to install. What else? Um, nothing actually.

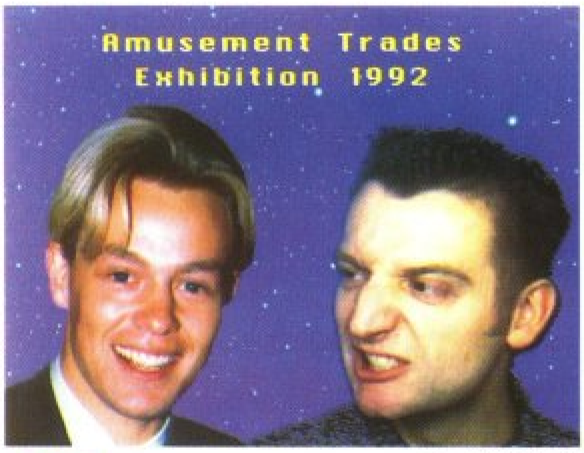
The pros far outweigh the cons, and what you're left with is a game which no self-respecting, PC-owning Trekkie should be without. It's that simple. And for non-Trekkies? Well, you won't get quite the same 'buzz', it has to be said. But there's obviously something wrong with you for not being a Trekkie in the first place. Dolt. STOP

GRAPHICS 91	ADDICTIVENESS 90	OVERALL 91
SOUND 89	EXECUTION 90	



DOSH EATERS

It's that special Doshies time of year again – the time for a Doshies Special, in fact. *David 'Lucky Bast' Wilson* trots down to Earl's Court to have loads of free games on the latest arcade machines. Somewhere in between, he finds time to bring you this report.



The all new Photo-Me booths enable you to become a friend of the stars. Hurrah!

Having swopped the hallowed halls of Olympia for the swanky new Earl's Court 2, the amusement trade treated us to the sort of show that last September's ECES should have been. Ho, hum. Millions of machines pinging and clanging, pinball tables whirring and clicking, and minor celebs like Eric 'Crafty Cockney' Bristow and Postman Pat milling about – it was smart. So what was new and exciting? Well, quite a few things, as it happens...

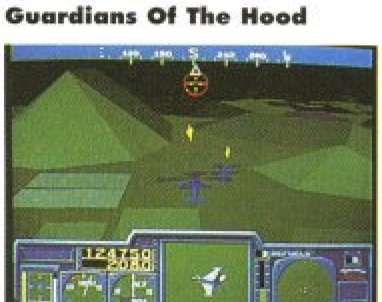
Just inside the front door, Atari Games had set up home with four hot new titles on display. Last year, they treated us to the first interactive-video-laser-technology-light-gun game, *Mad Dog MaCree*. Now it's got the sequel – a 1920's gangster-blaster by the name of **Who Shot Johnny Rock? Road Riot 4WD** is a scroll into the screen, four-wheel drive, truck racing title. You'll be able to race head to head if your local arcade has two machines linked together.

Guardians Of The 'Hood is a brand new three player beat 'em up, using the *Pitfighter* graphic style and game engine.

Dominating the Atari stand was **Steel Talons**, the 3D helicopter combat game that's been going down a storm Stateside. Offering realistic helicopter controls – a cyclic and collective control, rudder bar (pedal) and even the option for 'realistic helicopter flight' for more skilled players – *Steel Talons* offers twelve complete missions to play competitively or co-operatively.



Guardians Of The Hood



Steel Talons



Knights Of The Round

The return of laser disk technology was heralded by the sequel to the original laser arcade game and its sister title. Both Leland's **Dragons Lair 2** and **Space Ace** were pulling the crowds.

A couple of oddities on offer from the big names included **Rohga** from Data East. This two player shoot 'em up lets you choose your own Transformer-style robot and tool him up before entering the fray.

Knights Of The Round is the new slash 'em up from Capcom. It's based on a Japanese interpretation of the King Arthur legend, but in terms of graphics and gameplay it appears much like previous titles *Magic Sword* and *King Of Dragons*. Irem had only vertical scroller **Thunder Blaster** on show. Not too inspiring.

Midway had it's state of the art *Oppo Wolf* treatment of **Terminator 2** on display. With its two cabinet-mounted Uzi's and exceptional graphics, it breathed new life into an old formula.

Erm... I didn't actually find Tad Corporation's newie, **Legionaire**, but big sprite beat 'em up action seemed to be the order of the day.

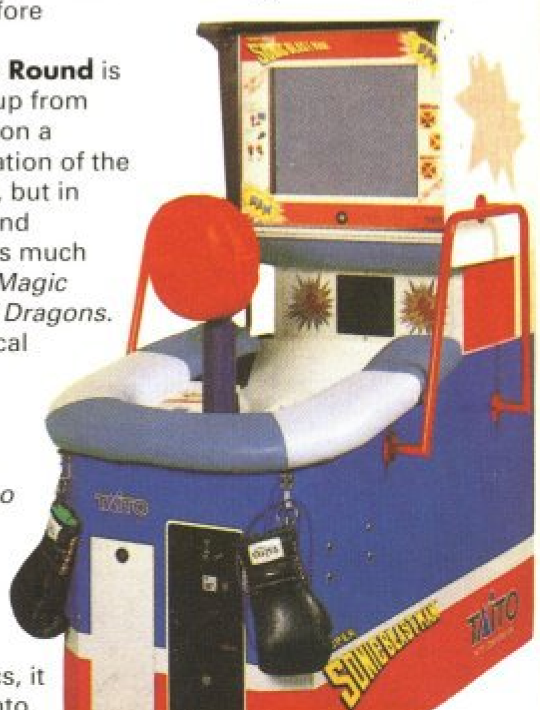
Taito had the novel **Sonic Blast Man** installed. Basically a one-on-one street fighting game, the cabinet incorporated a boxing glove and punch bag. The harder you hit the bag, the more damage you delivered to your on-screen opponent.

New from Tatsumi was **Round Up 5**. It's a *Chase HQ* clone, with added innovations such as mad robotic bikers who leap on top of your speeding car. SNK was also fairly laid back in the new offerings department. It had only one new title for its Neo Geo cabinets, namely **Soccer Brawl** – a cross between *Speedball* and *World Cup 90*.



Rohga

Right, let's move on up to the developers with lots on show, kicking off with Jaleco, who had three new titles on display. First up, **Grand Prix Star** – a rather smart Formula One racing title. Not quite in *Super Monaco*'s league, but offering neat link-up

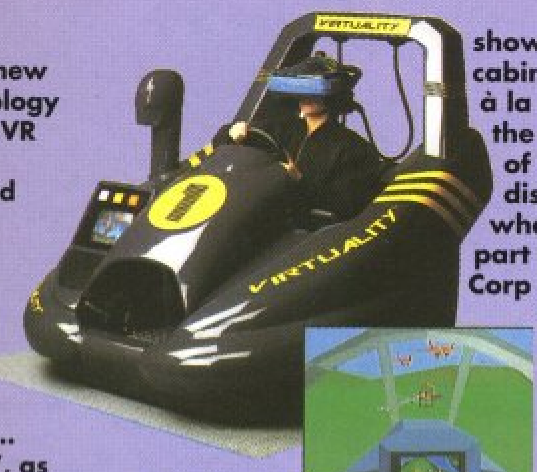


Sonic Blast Man



Hook out, videos! Pinball's popularity is rising.

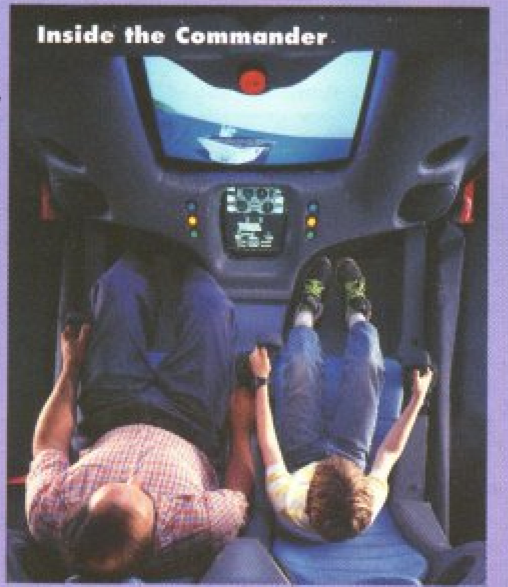
NEW TECHNOLOGY



On the new technology front, VR pioneers W Industries had half a dozen Virtuality™ machines on display, sport-ing three brand new games or, er... 'experiences', as they prefer to call them. Exo Rex puts you in the role of a 23rd Century convict, falsely imprisoned and fighting for his freedom in a trial-by-combat against three equally desperate adversaries. With all three opponents piloting MANTIS robot thingies and the action taking place in an urban complex setting, you suddenly find yourself with a game remarkably similar in appearance to MicroProse's *BOTSS*. Dactyl Nightmare pits up to four players against each other and a pterodactyl with a 60-foot wingspan(!) Legend Quest is a sword and sorcery romp, featuring the new Vocalizer™ voice synthesizer and the ability to save players' game 'personalities' on a personalised electronic key.

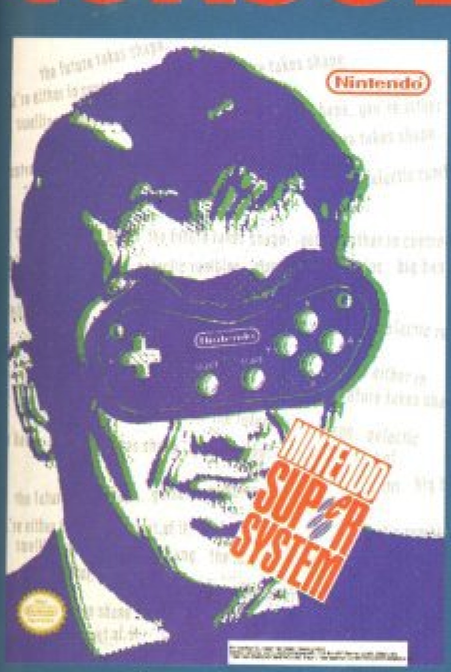
Both at a recent press launch and at the ATEI, Redifusion Simulators put on an impressive show with its new Commander cabinet. Rather than a new departure à la VR, The Commander is a state of the art hydraulic capsule with state of the art software. The game on display was a flight sim (no surprise when you consider that Redifusion is part of the mighty Hughes Aircraft Corp and produces professional flight sims), based on attacking a sort of Bond-style base, accessed via the crater of a volcano. Rediff-usion plan to release a host of new titles for The Commander, and announced a software deve-lopment deal with LucasArts.

Quasar is a 'live action laser game', and it was at the show to introduce its new green lasers. Played in over thirty centres up and down the country (the newest being The Trocadero, Piccadilly Circus), the game is a grown-up version of Laser Tag. Players get to wear special protectors that light up when hit. The new green laser beams will enable teams to distinguish between friendly and enemy fire.



Inside the Commander

CONSOLE CABINETS

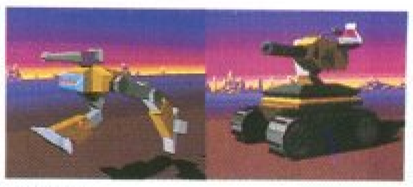


Console giants Sega and Nintendo both had arcade cabinets on show, incorporating their popular 16-Bit game consoles into arcade cabinets. The Nintendo Super System obviously had a Super NES hidden somewhere inside it, sported two sturdy custom controllers and a choice of three cartridge titles: *Super Tennis*, *F-Zero* and *Super Mario World*. The Sega Mega Tech sports a Mega Drive at its heart. It seemed the Sega had only one title on offer (*Sonic*, of course) but boasted that "with a single machine, you can enjoy any one of the many popular titles chosen from among Sega's vast array..." How these 16-Bit cabinets will fare in arcades next to 32- Bit arcade chips, only time will tell...



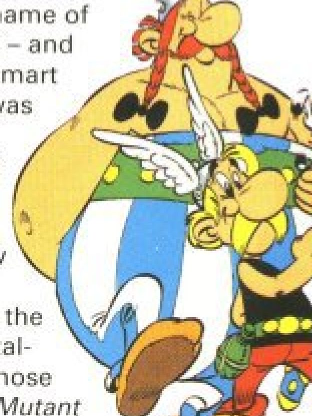


Grand Prix Star



BOTSS

facilities, night driving and three courses. Then there was **64th Street** – a multi-player beat 'em up, very much in the same mould as Capcom's *Final Fight*. Finally, making a suprise appearance on the Jaleco stand was MicroProse's **BOTSS**. Yep, MicroProse has signed up the manufacturing rights for its latest coin-op to Jaleco, contenting itself with development alone. *BOTSS* stands for Battle Of The Solar System, and puts you at the helm of a *Star Wars*-style walker in a filled 3D vector world. Blasting other robots, tanks and fighters was the name of the game – and a rather smart game it was too.



Konami was also sporting three new titles, including the latest instal-ment of those *Teenage Mutant Turtles*. **Turtles In Time** was a totally new adventure for up to four players, offering a similarly high level of playability to that in the original title. Another comic hero turned coin-op celeb was **Asterix**, who starred in his own arcade romp with his other Gallic chums. The large sprites in this horizontal scroller, along with the humourous animations, captured the feel of the original strip nicely.

Finally, Marvel Comics' **X-Men** showed up in an eight player cabinet (is this a record, Norris?).

Joint winners in the 'most new titles on show' category



had to be Namco, who not only scored on volume of newies, but also on the wow-o-meter. Some of you may already have had a look at **Starblade**, but if you haven't – check it out! It's a sort of revamp of the scroll into the screen original *Star Wars* shoot 'em up. But what a revamp! *Starblade* boasts 'a unique projection system that adds real scale to the action' which, with the help of a wide concave screen, offers an all-encompassing wraparound experience! **Golly Ghost** is another *Oppo Wolf* style two player shoot 'em up, but again with a radical projection system. The theme is ghostbusting – over a projected model house, video graphic Slimer ghosts whizz from fridge to toilet etc, while you try to shoot the living(?) daylights out of 'em. **Steel Gunner 2** and **Final Lap 2** are both sequels to previous successful formulas, while **Cosmic Gang** is a rather disappointing cutesie *Invaders*-inspired title. **Tank Force** is an interesting four player, overhead strategy game, where you have the dubious task of defending your home base from an enemy force.

In pole position on Namco's stand was the cabinet for new Formula One racer, **Driver's Eye**. The spectacular cabinet comprised a whole Williams Renault F1 car (well, almost) and three-monitor, wrap-around view, with graphics reminiscent of *Winning Run*. Watch out for this rather big number – it could be this year's *Super Monaco*!

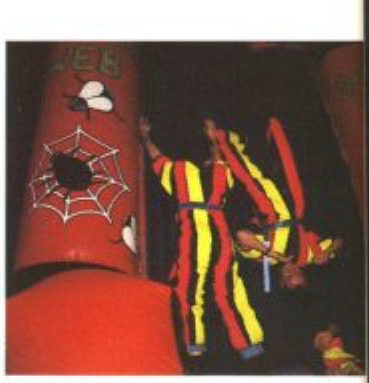


Last, but not least, and offering no less than six new titles, was console giant Sega. Another Marvel licensed offering came in the shape of **Spiderman**. Following the succesful formula of the *Captain America* coin-op, *Spidey* offers huge sprite web 'em up action in two different view modes – Big Mode for close-up action and Wide Mode for a huge broadfield of action. **Arabian Fight** is a four player, simultaneous beat 'em up, with an *Arabian Nights* feel.

Rail Chase is an interesting newie, combining a hydraulic double seat (simulating a rattly old miners' rail cart) and a video game based upon hurtling down a track through a deserted mine, chasing villains in ski masks while being attacked by bi-planes! Weird? Yes. French? Quite possibly, but good fun in any case. **Time Traveller** is Sega's revolutionary 3D hologram game, featuring incredible 3D hologram graphics of Hollywood actors (none that I recognised, mind you). **Air Rescue** is a new two player, helicopter combat and rescue game.

Sega's pole position title was another Formula One stunna, and sequel to *Super Monaco*, with the rather weird moniker **Exhaust Note**. This is one hot racing number which *Super Monaco* fans will feel instantly at home with. Unfortunately, there were no sit-inside hydraulic cabinets (and the volume was turned right down), so I probably didn't see this machine in its best light. However, on graphics and handling alone, the game was a cracker – definitely worth watching out for in your local amusement emporium.

Ho, hum. Well, that's it for another year, slot fans – definitely a much more inspiring show this time. Unfortunately, most of the best titles on show didn't strike me as the sort of machines best suited for conversion, relying as they do on spectacular 32-Bit graphics, cabinet gadgets utilising special lenses, hydraulics and other such gizmos. Still, no doubt many of tomorrow's hits will include the big coin-op titles debuting here – so remember where you heard about 'em first.

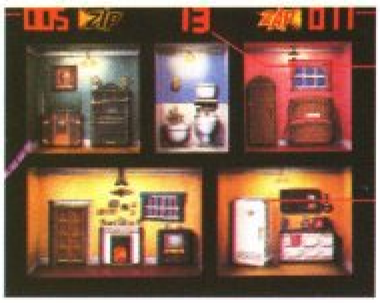


Blimey – it's the Ed and Lord Paul in some tasteful velcro jump suits!

Starbolade



Golly Ghost



Arabian Fight





NICE BUMPERS

According to a recent American survey, that good old arcade stalwart the pin table is rapidly rising in popularity – and closing the gap with its main rival, video games. At the moment, pinball accounts for 37% of the amusement dollar, as opposed to 42% for video. This market is still led by the old Chicago-based giants Bally/Midway and Gottlieb, although the original companies have gone bust and changed hands several times. But now the Japanese have successfully entered the market, in the form of coin-op giant Data East. Many of the big name licences destined for home computers also put in an appearance as pin tables. Bally/Midway was showing its Addams Family table, while Data East had Hook and a new Star Trek table (based on the original TV show). Williams had also done great things with Terminator 2 (incorporating a pistol grip into the spring-loaded plunger).



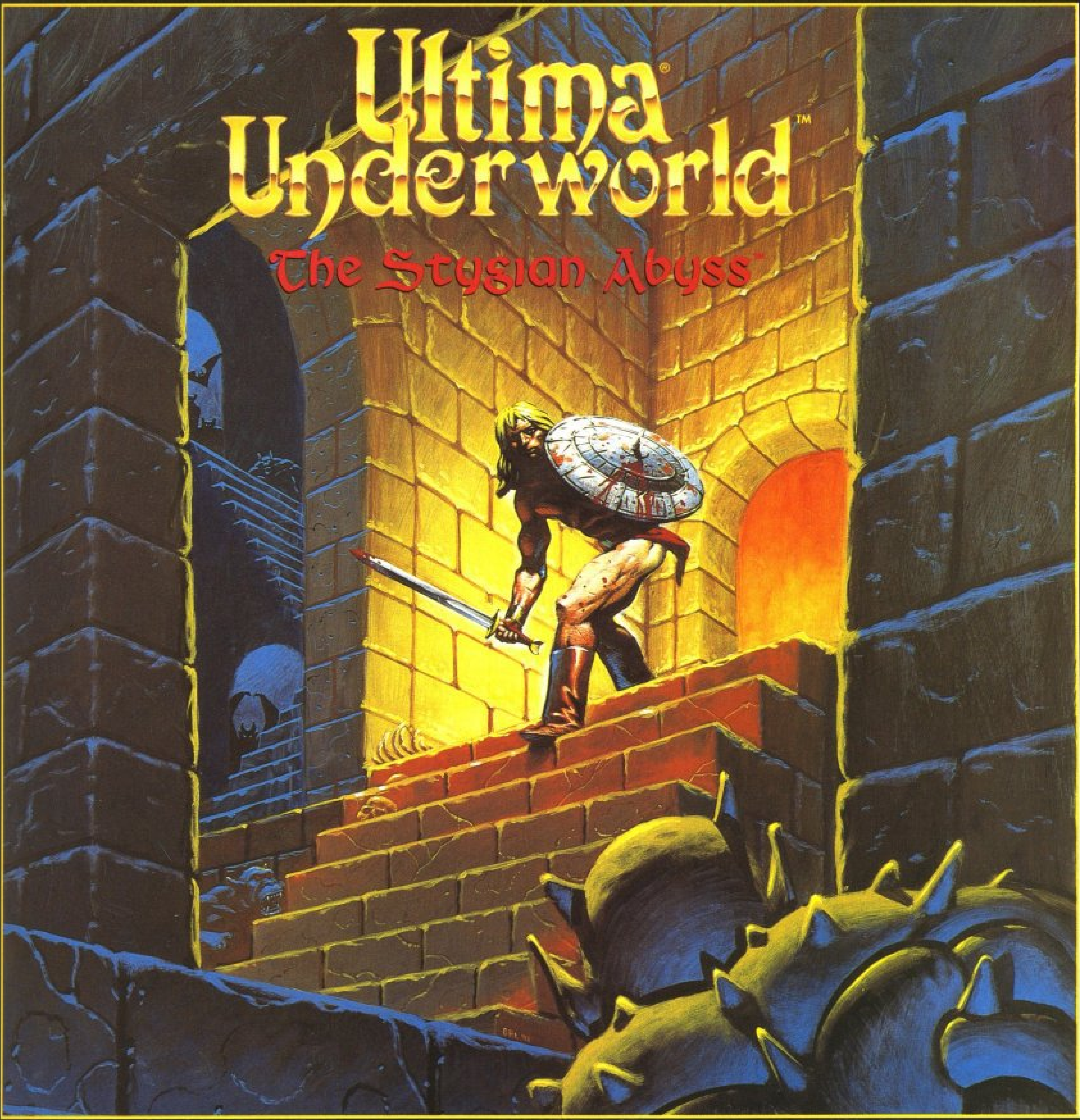


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The first continuous-movement, 3D-dungeon, action fantasy!

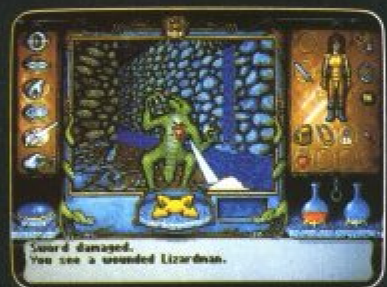
You never have to stop walking, running, jumping or fighting in this continuous-motion, virtual-reality epic!

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Some games must be played to be believed and Ultima Underworld: The Stygian Abyss - a game of action, motion and movement - is one of them.

You won't believe your eyes





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SHORTS

A bit of a scoop for the Shorts page this month – we asked some famous biblical characters to tell us which software they'd be plumping for if they were alive today (and had a computer each). By divine chance, their choices largely coincide with the new releases which we haven't reviewed elsewhere in the mag. Hallelujah!

PONTIUS PILATE

I think it would have to be **Crime City** from If. It's an interactive, mouse-driven graphic adventure in which you have to prove the innocence of a condemned man. You question people, hunt for clues, and maybe horsewhip a few Pharisees. 'Course, at the end of the day, though, if the plebs want him dead...

JUDAS ISCARIOT

Domark have issued a collection of games which could well have been called *Now That's What I Call Mainly Hhooting And Driving Games.* But it isn't – it's called **TNT 2**. You get *Hydra, Skull & Crossbones, Hard Drivin' II, STUN Runner* and *Badlands* – all for just 29.99 pieces of silver, so you'll still have change from dobbing in the son of God! Bargain eh?

GOD

Bush Buck from Activision is a truly divine adventure, taking *the form* of a global treasure hunt. It's educational too, providing you with a travelogue of 206 cities in 175 countries, and including pictures and music celebrating the diverse cultures of my worldwide flock. Praise me!

NOAH

Mandarin's **STOS 3D** is a 3D object modelling package, allowing you to generate the sort of graphics you see in games like *Starglider II.* It's not a game itself, but it should keep you occupied on a wet Sunday.

ABEL

Me and my brother were well into **Bonanza Bros** from US Gold – it's one of those two player, split-screen jobbies. You take the roles of two light-fingered siblings on a burgling spree. You'll have to use teamwork to get the swag, so make sure you play with a good mate or you'll end up at each other's throats, eh Cane? Cane? What are you doing with that ass's jawbone?

THREE WISE MEN

As keen amateur astronomers, we were enthralled by LucasArt's **P-80 Shooting Star**. But what a rotten swiz – it turns out to be a strap-on attachment to *Secret Weapons Of The Luftwaffe*, and since we haven't got the original it's as much use to us as a hump without a camel under it! It's a data disk, allowing you to take on the Luftwaffe at its own jet-powered game using one of the first American jet fighters.



Hard Drivin' II – one of the highlights of well dodgy compilation *TNT 2*.

HEROD

Gremlin's **Video Kid** is a cutesy arcade game in which you control a nasty little brat with green hair. He has to shoot his way out of his VCR, through twenty horizontally scrolling levels featuring well-known film genres. It's crawling with sprites hell-bent on infanticide – smart!



***Video Kid* – a big hit with King Herod.**

LAZARUS

Gonzo Games' **Brides Of Dracula** is a split-screen two player game. One player controls Dracula on his quest to turn 13 nice young ladies from the village into scantily clad undead. Player two controls Van Helsing, as he races to collect 13 anti-vampire gizmos, wooden stakes, garlic bread and the like. Check out the demo on the cover disk.

LUCIFER

I'm a big fan of Idea's **Clik Clak**, a devilishly addictive game which has you connecting complex systems of cogs, like *Pipemania* without the pipes. It should occupy your idle hands.

BEN HUR

Being a bit of a boy racer, I have to say that my fave game would have to be **Big Run** from Sales Curve. This *Out Run*-style driving game has you hurtling across the deserts of North Africa on the last six stages of the Paris-Dakar Rally.

DELILAH

A parallax scrolling platform shoot 'em up, **Borobodur** from Thalamus features a real hunk of beefcake. It's got a bit of shooting, a bit of puzzle solving and a lot of running around and jumping.

DOUBTING THOMAS

Loriciel have come up with a **Paragliding Simulation**. It's all about gaining height for some flashy parachute manoeuvres. According to the box, you will live unforgettable excitement and feel the rush of free flight. Personally, I'm not convinced.

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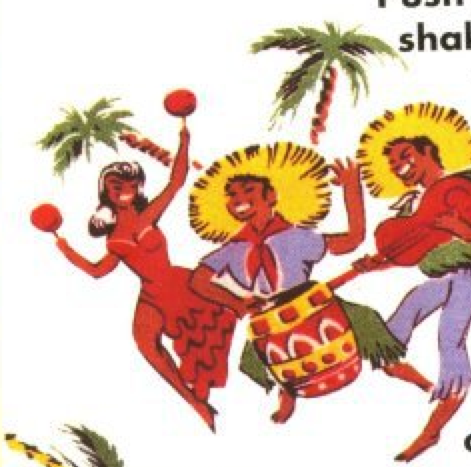
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Z2

DÉJÀ VU

Déjà vu, vu, vu
Push pineapple,
shake the tree,
'Cos old
games on
new
formats,
Make
you want
to
grind
coffee.*



CRUISE FOR A CORPSE

Delphine/US Gold/£Tba/Out Now

PC

Amaya: It's delightful, it's delirious, it's, er... Delphine with its long-awaited PC version of *Cruise For A Corpse.* Set in the 1920s, the game tells the topical tale of a Bob Maxwell-type tycoon, who's been murdered on his yacht. You play Inspector Raoul Dusentier who, taking his policing responsibilities far too seriously, sets about solving the crime...

The game is mouse-controlled, with your task being to trot around the ship, looking for clues and interrogating the guests – you'll soon find out that the victim, Niklos Karaboudjan, was not an entirely popular guy. Delphine's *Cinématique* system (improved over *Future Wars* and *Operation Stealth*) works a treat and the non-linear game-play means that events occur off-screen, which gives your mission an added sense of urgency. The graphics are smart enough in the usual



Delphine-attention-to-detail way, but this version, ported straight from the Amiga game, only makes use of 32 colours. A new PC 256 colour version is currently being programmed, so if you can't wait for that one, buy this one, as it's still rather good. Oh, and take note: Miss Scarlett in the shed with the tomato.

***Amiga version reviewed, ZERO 20.**

GRAPHICS 84 ADDICTIVENESS 90
SOUND 90 EXECUTION 85
OVERALL 86

ANOTHER WORLD

US Gold/£25.99/Out Now

ST

ZERO HERO

Jason: You are Lester Knight Chaykin, a scientist working on your finest experiment. At the start of the game, you see Lester pulling up outside his laboratory in his black Ferrari and getting in the lift – little does he know what is to happen that night. As he starts his experiment, a freak bolt of lightning suddenly hits his lab and BANG! – he's transported to Another World.

Unfortunately for this unsuspecting adventurer, death is lurking around every corner, in the form of slugs, beetles, pits and the odd cat. You'll be faced with many tasks during your quest, and it isn't that easy – the game gets very difficult at times. Luckily, access codes save your position when you die – as many times as you like! During your journey, you'll need a friend, so look out for him. The game's graphics are impressive, and the sound is great. You'll be stuck on this game until you complete it – a smashing title with minimal difference between the ST and Amiga versions.



***Amiga version reviewed ZERO 27.**

GRAPHICS 92 ADDICTIVENESS 91
SOUND 91 EXECUTION 90
OVERALL 90



UNREAL

UbiSoft/£30.99/Out Now

PC

Amaya: It has taken an age for *Unreal* to appear on PC – so let's first have a recap of the weird plot. Fragor has been sent to create life on Unreal with some life-giving eggs and two Guardians. But he collides with a comet which brings chaos to Unreal. One egg rolls into a valley and Isolde and Artaban are born. Then an evil Guardian decides to marry Isolde – so a copper dragon comes to Artaban's aid.

There are two parts to the game – the 'you as Artaban flying on the dragon *Afterburner*-type bit' and the horizontally scrolling hack 'em up adventure. *Unreal* looked stunning on Amiga, so it's a pity the graphics don't really do the PC justice. There are particularly pixellated trees and animals in the flying part – which is also quite hard to control. The gameplay doesn't work as well in the adventurey bit either. It's still a good game – just not as smart as the original.

***Amiga version reviewed, ZERO 10.**



GRAPHICS 80 ADDICTIVENESS 82
SOUND 83 EXECUTION 80
OVERALL 82

***Sometimes**



Larry's obviously managed to get his skates on... but will he be able to get it on with the girls?

LEISURE SUIT LARRY 5

Sierra/£34.99/Out Now

In keeping with the sexist slant of this month's issue, what games mag would be complete without the inclusion of Larry Laffer, the leching *Leisure Suit* lout. And here he is again, in the Amiga version of *Leisure Suit Larry V, tantalisingly subtitled Passionate Patti Does A Little Undercover Work* (all together now: oo-bloomin' er).

However, the fifth game of this popular Sierra saga, in a frantic attempt to pacify women's lib, breaks new ground in allowing you to view the characters from two perspectives – Larry's and Patti's. Of course, most of the game is still viewed from Larry's angle, and us girls just have to grit our teeth and



bare... sorry, bear it.

This time, our Larry finds himself working for an entertainment porn company *(quelle surprise)* in Hollywood. After irritating his boss in his own inimitable way, Larry is given the task of finding the sexiest woman in America, through personal experience (hem hem). His dream come true, one might think. But the reason for Larry's assignment is that the company wants to make a cable TV porn series called America's Sexiest Home Videos, so three guesses as to who's going to do the secret filming.

Patti and Larry's lives become inextricably linked when she's sacked for her singing efforts at a scummy sleaze bar. The FBI hire Patti to help them uncover the corruption in the American music business. By a strange coincidence, Larry's boss and the man behind the corruption are the same person. And that's all I'm going to tell you – apart from the fact that Larry's search for chicks has thankfully been narrowed down to three.

AMIGA

Amaya: *Leisure Suit Larry V* is Tacksville, Arizona. But then there's something quite warm and friendly about tack, isn't there? Everyone's had a nice Crimplene jumper or a porcelain poodle at some time in their lives – except perhaps the Queen (and she makes up for it with her hats). And however much I tried to hate Larry, the varied locations and, dare I say it, the Zipper icon really made me want to continue. In addition, the Sierra point-and-click interface is very easy to use: a row of icons at the top of the screen represent the usual Walk, Examine, Pick Up and Speak commands, but you'll have to use your imagination to deduce what the extra Zipper icon does. Sometimes you have to be very pixel perfect when clicking on an object, however this is only a minor niggle.

The graphics are rather good with plenty of places to explore: from the interiors of a flash limo and an aeroplane to the inside of a mud wrestling club and a sleazy bar. The sound complements the graphics nicely – catchy, jazzy little tunes and the odd digitised voice. It's a considerate touch that for some of the game you get to play Patti – and even get to put your passion to the test. Nevertheless, this game is Macho with a capital M. If Larry plays his cards right, he can have rudies with up to four women. The irritating thing here is the lack of realism. I mean, be honest – would *you* get off with Larry? Come on, all you girls out there – answer me? No, of course you wouldn't – unless you'd had 20 vodkas and were wearing a blindfold. I also found the humour a tad annoying (apart from the Dan Quayle bit) – but if corny sexual innuendo has a place anywhere, then it's in this game. My major worry is the disk-swopping and loading waits. This is always a problem with Sierra games ported straight across to the Amiga – unless you have a hard disk – and even with an external drive, the seven disks make it a bit of a faff. But *Leisure Suit Larry V* is very easy to get into and, although experienced adventurers may not find the puzzles challenging enough, I feel that Mike was a bit hard in his review of the PC version. It's tasteless and good fun to play for if ever a game wa[s] the epitome of 'oo-er ism', *Leisure Suit La[rry] V* is it. Except, that is someone knows of a Benny Hill game.



*PC version reviewed, ZERO 27.

GRAPHICS	88	ADDICTIVENESS	86	OVERALL 83
SOUND	82	EXECUTION	84	



Nice carpet, shame about the suit.

STOP



VISION ON

Hosted by Tony Part



I'm so very excited, my darlings – I'm all damp in the trouser department. As you may know, I live for art, and you beautifully gorgeous ZERO readers have just added five years to my life. How? Snuggle up on my lap, serttle down, and I'll tell you.

Ahem... a couple of issues ago, in an interview with Mike Woofdruff of Horrorsoft, the staff of ZERO set all you darling loves a little competition in which you had to draw a title screen for a computer game. The game in question was called *Nerys Hughes Meets The Time Tunnel*, the title screen artwork had to contain both elements of the title, but the overall interpretation was entirely up to you. Well, the entries have flooded in and I, Tony Part, have the pleasure of casting my eyes over a few of them. Not necessarily the best, not necessarily the worst, but a random selection. Let's open the gallery bag and see what's inside...









Ooooh, I love this. Don't you just love this? I simply adore it, I really do. It makes me go all unnecessary in all the right parts. It's from darling **Anthony Taylor** of **Amersham** in Bucks, and it was painted on his Amiga, using *DPaint II*. What can I say? It's as if Nerys is waiting for a tube train in a really strange underground station, where all the doors lead to different time zones... look, the one to 1960 has a peace sign drawn on it. I love it. And I love Nerys' slacks. Just look at them, aren't they fab? I've got a pair just like them as it happens. (I always wear them when I go disco dancing.)

Well, cover me in a thin coating of olive oil and whip me repeatedly on the buttocks with banana leaves – I adore this one. It's from **Geoff Cordery** of **Gravesend** in Kent, who put it together on his Atari ST, using a program called *Canvas*. From the expression on the scientist's face to the wrinkles on Nerys' neck, the picture tells the whole story – sending Nerys to another time zone wasn't such a good idea after all, but it's too late to turn back the clock. I've gone all weak at the knees. (But then I'm always weak at the knees – cartilage problems, you understand, the bane of my life. Oh... there they go again.)



Faisel Mohammed comes from **Darnell** in **Sheffield**, and his darling copy of *DPaint II* helped him produce this stunningly gorgeous title screen. Faisel says that the game which would follow (if it existed) would be a beat 'em up, involving Nerys Hughes rescuing famous historical figures from different time zones. Now, I don't know about you, but the blood on the end of Nerys' sword makes me feel rather queer. Call me queasy if you like, but the sight of gore always makes me go a little bit funny. I like her leather catsuit, though. In fact, I love it to death.

Heaven knows what's happening to poor Nerys in **Tom Mead** of **Hackney** in London's picture! Well, I say "Heaven knows what's happening to her", but of course I do know what's happening to her – she's being grabbed by a scary hand from another dimension. It looks as if the game's over for Nerys already, even before it's begun. Blood and scratches everywhere. I've come over all queer again, I'm afraid – I'm going to have to lie down for a few moments and drink some warm milk from my favourite mug.



I do like it when things are big and bold, I really do – I like my food big and bold, and I like my art big and bold. And if there's one thing you can say about **Ryan Morgan** of **Pontypridd**'s picture, it's that it's big and bold. It's the biggest, boldest picture of all the pictures on these pages. I love it so much... you wouldn't believe it. The only criticism I have is that the typeface is a bit, as they say, 'round the houses'. Ryan obviously didn't use the fonts included with his copy of *DPaint IV*. Still, calligraphy isn't an easy art. Yes, I adore this anyway.

Slap me on the wrist and call me silly if you like, but I'm afraid I've been a bit of a naughty Nigel with this one... I've gone and lost the name and address of the artist responsible.Yes, I know it was a careless thing to do, but I'm an artist, not a bank manager. (Artists lose things the whole time... Van Gogh even lost his ear). Anyway, I daren't tell the people at ZERO, because they'll hate me forever – so I implore you, if you're the person who drew this, send it in again, on disk, to me, Tony Part, at the usual magazine address. I'll love you forever and a day.



Gorgeous **M J Ridley** of **Polegate** in **Sussex** has sent this unusual *DPaint IV* rendering, and I love him for it. It is unusual, his drawing, isn't it? But the background circles make the whole picture look a bit like the one the Horrorsoft artists put together for ZERO when the competition was launched. Still, a good idea is worth repeating, as anyone who's watched my TV show *Take Part* will know. (I try to make at least two 'folding paper onto wet ink' prints every week. This is like one of those.)

A NOTE FROM THE ED

Right now, at about the time you're reading this, we'll be busy shoving *all* the entries (including those you've just seen) into a box ready to send to Horrorsoft, where an overall winner will be chosen. This person will recieve a Horrorsoft goodie bag (games, T-shirts etc.) What's more, his or her name, address and phone number may even find itself in the Horrorsoft 'We Could One Day Contact This Person And Ask Them To Do Some Work For Us-o-Fax'. Depends how good the picture is really, doesn't it? (We'll print it in *Yikes!* a couple of issues from now, so everyone can see for themselves).

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WIN!!!

WIN 5 LE MANS SCALETRIX SETS WORTH £500!

WHAT'S THE SCORE?

Once again good old ZERO has come up trumps, stuffed with yet more chances for you to win some truly earthshattering gear! Together with those considerate people at Core Design we're giving away (wait for it!) 5 Le Mans Scaletrix sets each worth £100! Each set features 2 exact replicas of high performance racers including that superb motor car, the Jaguar, complete with working headlights and tail lights, the lot!

And, incredible though it may seem, that's not all! We're also giving away a copy of Core Design's latest high speed driving game: *'Jaguar'* to 20 lucky runners-up!

20 Runner up prizes! of 'Jaguar' The latest game from Core design!

WHAT'S THE PROBLEM?

Whoops! *'Jaguar'* is currently only available on ST and Amiga formats, but don't fret, all you PC owning winners can choose another Core Design game from their extensive range!

WHAT'S NEXT?

TO ENTER JUST CALL THE ZERO COMPETITION HOTLINE WITH YOUR ANSWERS TO THESE 3 SIMPLE QUESTIONS (Psst! You can enter as often as you like!)

1. Which Core Design game features a pyschic man-wolf ! (in true Hammer Horror style!)

a. *'Wolf Child'*
b. *'Wolfpack'*
c. Wolfman

2. Who makes Jaguar cars? (Dead simple this one!)

a. Toyota
b. Jaguar
c. Vauxhall

3. Where is the famous 'Le Mans' race track?(Are these questions easy or WHAT!?)

a. England
b. France
c. Isle of Man (!!!)

A recorded message will ask you each question in turn, All you have to do is answer a,b or c (what could be easier?!). Don't forget to speak clearly and remember to leave your name, age and address (and whether you'd prefer ST or Amiga format)

LINES OPEN NOW!

Call our competition hotline

0891 299244!

WHAT'S NEW! Lucky winners will be selected at random from all correct answers received between midnight Monday 9th March 1992 and Monday 6th April 1992. Lines are open 24hrs/day. All calls will be charged at 36p per minute cheap rate and 48p per minute at all other times but please check that it's OK to use the phone if you're not the one who has to fork out for the bill! Employees of Dennis Publishing and Core Design and their offspring can't enter! The Ed. and his gang reserve the right to use winners' details in post-competition publicity pics.



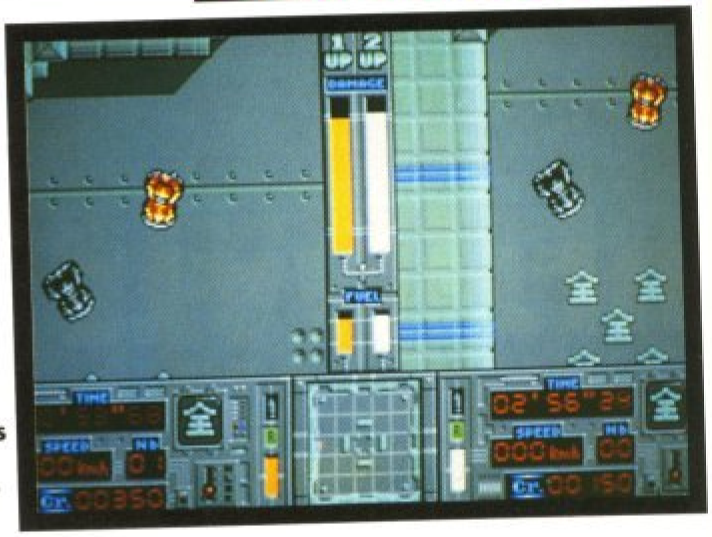
Bloggo's moved up-market! He's left his old stall behind and set up shop in a vacant property on Oxford Street. The man's expanding all over the place – and this month he's taken over *two* pages to bring you a double helping of budget reviews.

JUPITER'S MASTERDRIVE

Action Sixteen/ST & Amiga/£7.99

Bloggo: Not too bad, this one – a plan view race involving three cars, with a one or two player option. You get to tear around the one-way systems on the planet Jupiter, cutting everyone up, failing to take due care and attention, and swearing at other road users wherever possible (the last bit's optional, but it gets you in the mood). There are two parts to each section – a straight race, and then a bonus track in which you have to make a mad dash to beat your opponent to a bonus symbol which appears on your radar thingummy. There are several other bonus icons to run over, giving you extra fuel and ammo for your cannon and the like, and there's loads of money to be had if you win. The cash can be spent on bits and bobs for your motor, you know: turbo-charger, armour, more cannons and some nice car freshener.

OVERALL SCORE 82



BLOGGO'S BARGAIN BUY

RICK DANGEROUS

Kixx/Amiga & ST £7.99 /PC £9.99

Bloggo: If you're after a game with good 'chin value', you can't do much better than that Rick Dangerous. The main sprite's got a corker – it really juts out and its got a great little cleft in it too. Still, putting chins aside for a second, this platform adventure pits Mr Dangerous himself against a variety of traps and villains. Basically, he's like that Indiana Jones (except for his enormous, Bruce Forsyth-style, strap-on lower jaw, of course), and he gets up to all sorts of mischief in a number of exotic 1940s locations.

He visits an Amazonian temple, an Egyptian pyramid, a castle in Europe (which could be Colditz but ain't), and a secret missile base. This geezer also comes ready tooled-up with a revolver, a stick (which is pretty weedy, really) and some dynamite (which isn't very weedy at all, and necessitates Rick withdrawing a safe distance once it's lit). Progression is hard and slow, but the game is utterly addictive.



OVERALL SCORE 89

GHOULS 'N' GHOSTS

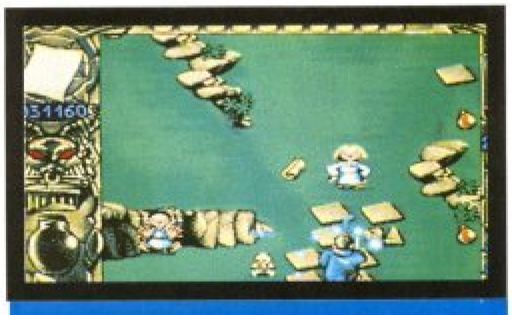
Kixx/Amiga & ST/£7.99

Bloggo: Choker! Sir Arthur Lancelittle has had his girlie, the lovely Princess Hus, swiped by the Devil! Now call me Mr Fussy if you want, but I don't reckon I'd want me bird back once the Prince Of Darkness had had his nasty little hands all over her – her head would be spinning round and she'd be vomiting black bile! You'd be a bloomin' laughing stock! Still, this knight geezer decides he can live with the stigma, and sets off on a quest to get her back. So he has to negotiate five levels of traditional platform gameplay, running a gauntlet of hazards and armies of Grim Reapers and the like.

The first time you take a hit, you lose your armour, while the second hit does you in. Luckily, you have a never-ending supply of lances to chuck at them, and there are chests containing other weapons along the way. The game is fairly simple, but should be pacey enough to keep you happy.



OVERALL SCORE 72



MYSTICAL

Action Sixteen/ST, Amiga & PC/ £9.99

Bloggo: In this game, you play a magician who has to collect a number of potions and magic scrolls (a second player can take control of a Golem, who acts as your glamorous assistant). There are 24 different spells on offer, so you can turn the bad guys into frogs or stone statues, paralyse them, or even lock them in these tiny little cages.

You can even conjur up a genie or a magic sword. Marvellous, eh?
The opposition you face includes dopey-looking yokels with pitchforks, Bo Peep types who mercilessly herd their sheep at you (Strewth! That's a worry!), and rabid monks throwing copies of *Gideon's Bible*.

Then, if you're still alive after that little lot, you have to face up to the local God (for example, the old git at the end of the first level who chucks babies at you). Even though it's basically another scrolling shoot 'em up, this game's well worth a look in.

OVERALL SCORE 76

THE UNTOUCHABLES

The Hit Squad/Amiga & ST/£7.99

Bloggo: Set during America's prohibition era, this game has you playing Elliot Ness, a typical rozzer who's trying to trump up some charges against hardworking businessman Al Capone. Now, this Capone bloke sounds a bit of a geezer, but he has made a few mistakes – he's only gone and left his ledger lying around in his lock-up and let some blabbermouth accountant wander off to grass him up. Organised crime? He wouldn't last five minutes down the market with business practices like that. There are six sections in this game, each one is a different variation on the theme of blowing away the henchmen. Sometimes you're leaping about with your tommy gun, sometimes it's an *Operation Wolf*-style shooting gallery. There's also that bit from the film with the baby rolling about in its pram in the midst of a bloody shoot out. That Elliot Ness was a bit of a creepy do-gooder and no mistake, but the game's not bad anyway.

OVERALL SCORE 86

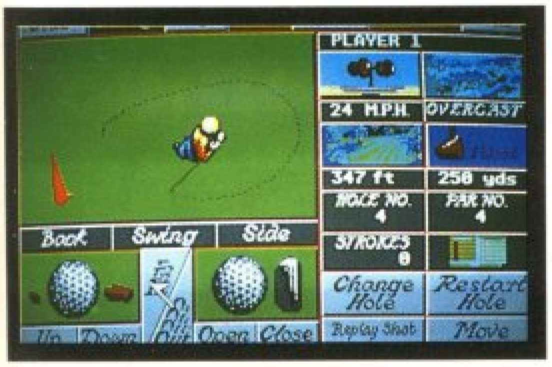


ULTIMATE GOLF

GBH/Amiga & ST £9.99/PC £11.99

Bloggo: I like a bit of golf, me. But I've always cherished this dream that, one fine day, I could sit in me living room with the curtains drawn, a six-pack and twenty B & H close to hand, and really get to grips with a couple of rounds, free from all that 'orrible fresh air and sunshine. Well, stone me, if good old GBH haven't gone and answered me prayers with this tasty *Greg Norman's Ultimate Golf.*

There's loads of features: different courses, hazards such as sand traps and rough, wind effects, a database of players with various handicaps, a map of the current hole, a selection of clubs and a Caddy mode which automatically selects the right club for each shot. Before playing a shot, you can change all sorts of parameters, such as the amount of spin and slice, and then you use your hand-eye coordination to align a swing of suitable power. The actual shot is taken by a digitised Greg Norman, sporting a pair of digitised slacks. Even if you're not a card-carrying, Pringle sweater-wearing golf fan, this game is still no bogey.



OVERALL SCORE 75

UNDER THE COUNTER

Bloggo: Now, I've got all these others an' all. None of 'em are past their 'fence-by' date – it's all good stuff, so trust your uncle Bloggo and snap 'em all up.

MANIX
GBH/Amiga & ST/£7.99

MINDBENDER
GBH/Amiga & ST/£7.99 PC/ £9.99

OPERATION THUNDERBOLT
The Hit Squad/Amiga & ST/£7.99

ROTOX
Action Sixteen/Amiga, ST & PC/ £9.99

SIR FRED
Action Sixteen/Amiga & ST/£7.99

THUNDERSTRIKE
GBH/Amiga & ST/£7.99 PC/ £9.99

burn rubber

WIN A KYOSHO REMOTE CONTROLLED HONDA KIT BIKE WORTH OVER £100!



PLUS 10 RUNNER UP PRIZES OF 'Red Zone'

If bikes are your thang (and we're not talking tandems here!), then you'd be a totally unadventurous person if you didn't enter the latest ZERO comp!

For our latest brainnumbingly brilliant issue, those nice Psygnosis people have stumped up a truly blasting prize! Our lucky winner will get their sticky mits on a Kyosho remote controlled Honda NSR 500 kit bike! The bike is finely tuned, has mono shock rear suspension and is packed with techno wizardry and a leanability factor second to none!

What's more 10 lucky runners-up get their very own copy of the latest Psygnosis game: *'Red Zone'*! So whether you want to race or practise on the Grand Prix style track, you'll soon get the hang of blasting round the bends at breakneck speed! (Alas and alack, *'Red Zone'* is only available on ST and Amiga formats at the moment, so any PC owning winners get to choose another game from the Psygnosis range!).

For your chance to win, all you have to do is call the ZERO Competition Hotline with your answers to these simple questions...

1. Which is the latest game by Psygnosis?
a. *'Red Zone'*
b. *'Red Baron'*
c. Red Dwarf

2. Who recorded that top biking hit 'The Leader of the Pack'?
a. The Shangri-Las
b. Gary Glitter
c. The Supremes

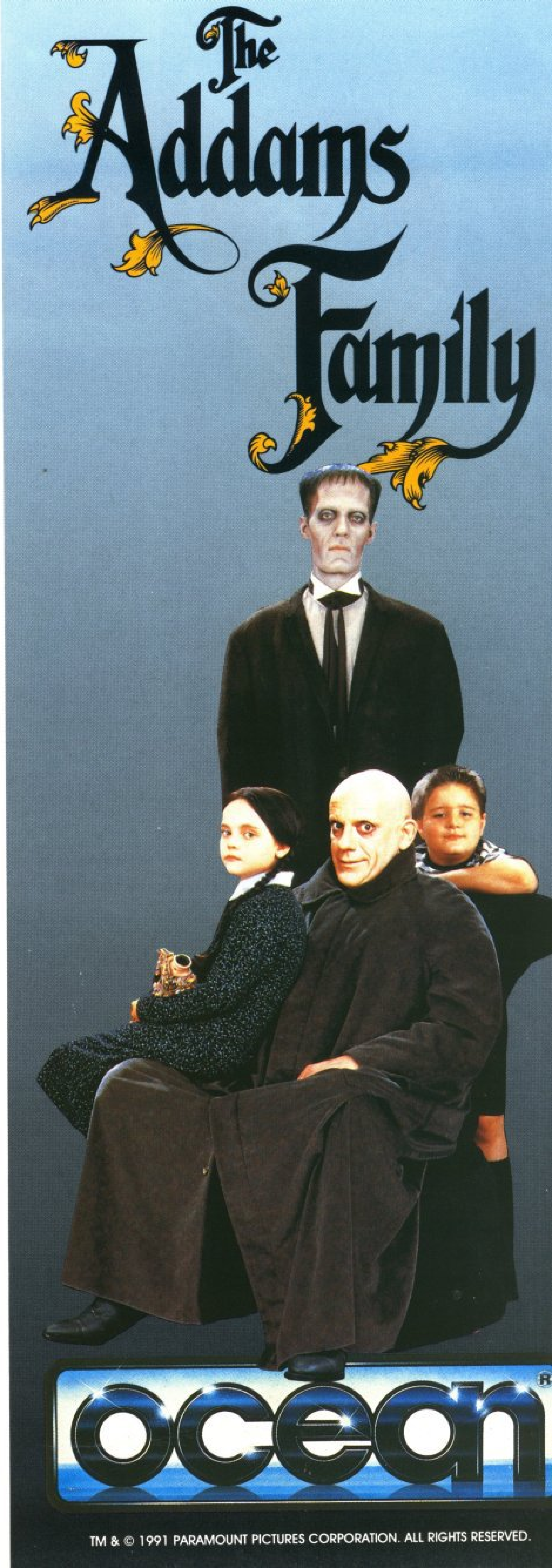
3. Which Kyosho model are we giving away?
a. Suzuki RGV 500
b. Yamaha YZR 500
c. Honda NSR 500

A recorded message will ask you each question in turn, All you have to do is answer a,b or c (what could be easier?!). Don't forget to speak clearly and remember to leave your name,age and address (and whether you'd prefer ST or Amiga format) ....Psst! You can enter as often as you like!

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The Addams Family
ocean
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CRYSTAL TIPS*

*AND ALISTAIR

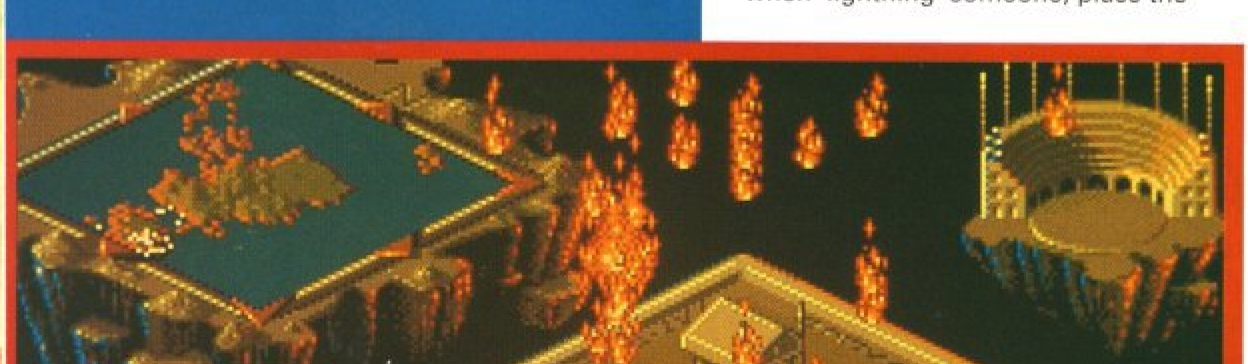
***Rich Pelley* may not have a degree in astrophysics, play the banjo, have a cat, or even like the aniseed ones in Liquorice Allsorts, but when it comes to tips, he's your man. This month, he unloads a bucketful of *Populous 2* tips, gives you the material for a massive POKE session and, er... lots more.**

POPU

To the tune of *Here We Go*: *"Populous II, Populous II, Populous II. Populous II, Populous II, Populous II-oh. Populous II, Populous II, Populous II. Populous II, Pop-u-lous II. Oh!"* Here are some handy hints for *Populous II* (as if you hadn't guessed that already) from that man from Bullfrog, **Alex 'Trousers' Trowers**.

GENERAL TIPS

1. Combine effects for greater devastation or effectiveness. Placing forests followed by columns of fire is particularly nasty, whereas placing whirlwinds at the point where a tidal wave hits the land is thoroughly devastating.
2. In the latter part of a game, where most of the land is flat, fungus can be lethal if used correctly. Experiment with different patterns for full effect. Create a library of patterns for use in certain circumstances – try assassins, bombs, waves and missiles in eight directions.
3. When sending out a hero, cover the enemy terrain in an effect from the hero's bank. For example, with Heracles try earthquakes, with Achilles try fire rains, and so forth. Broadly speaking, the heroes are immune to effects from their own banks.
4. Manna can only be gained from winning hand-to-hand battles – not via effects. With this in mind, when 'lightning' someone, place the question mark over them first, then stop before he dies. This gives your people a chance to beat him up. Make sure that there are some nearby people in fighting mode first, though.
5. Convert an area of the enemy's land with baptismal fonts and use the people there to lower the ground to create enough room for a whirlpool. Constantly filling the pool with whirlpools will eat away his territory from the inside out.
6. Before using a wind to blow the enemy off the map, lay down a series of swamps or earthquakes behind his people and lo and behold! – his men will be blown into oblivion. Alternatively, build a castle wall the width of the map, placing the wind behind the wall, which will in turn force his people out of existence.
7. Tidal waves can be just as devastating to the creator as the victim. A simple way around this is to create a 'rail gun'. Simply build up a ridge section along a section of land to form a 'U' shape. Place the tidal wave in the 'U' shape, but be warned! Besalt eats into tidal waves, so never 'tidal wave' if you opponent's land is covered by volcanoes.



Populous II: God's favourite game, according to the resident ZERO chaplain.

BUILDINGS

As more land becomes available to farm, building will grow and grow. When there is no available land, a tent is the best you'll get, but the largest available is a castle, which takes up almost all of the screen area.
Whenever a building is full, a person will leave to find another home. Although larger buildings hold more people and are stronger in combat then smaller ones, it is less frequent to find people living in them.

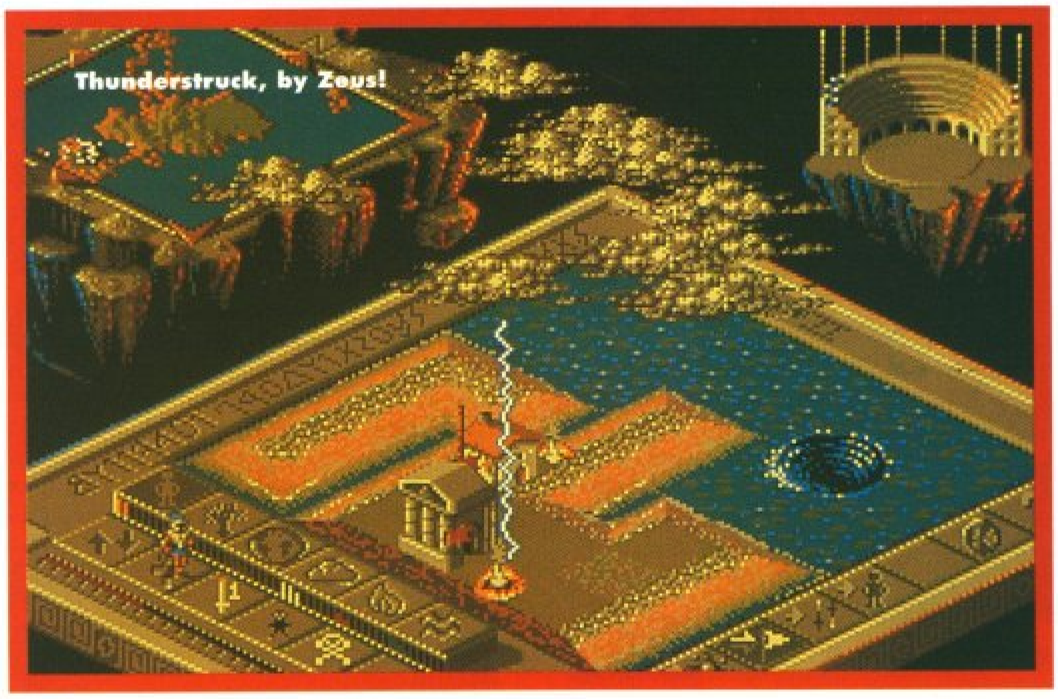
STARTING A LEVEL

At the start of a level, it is imperative to gain the largest population as soon as you possibly can.
Two houses produce more people than one, so for this reason create as many small houses as possible, continually 'sprogging' them (unless the level won't let you) until you have about two or three screens-worth. Then set about converting the innermost houses to castles.

ENDING A LEVEL

If Armageddon is not available on a level, a number of alternative methods can be used instead.

LOUS II



1 Click on the Go To Magnet icon to set everybody heading towards your leader. Then use the Place Papal Magnet effect to stick the magnet on an enemy house. When your leader gets there, he will start laying into the house. Place the Magnet on another enemy house and repeat until the enemy is dead.

2 Place your Papal Magnet in the heart of the enemy's land after clicking on the Go To Magnet icon. When they arrive, enter fight mode.

3 Click on Go To Magnet icon, build a very strong leader (at least five flags) and turn him into Adonis, splitter knight. This method should only be used if the enemy are extremely weak.

4 Lightning every enemy house in turn–tedious but effective, even early on in the game.

FUNGUS

Basically, if a live cell of fungus is next to two or three other live cells, it will survive, else it will die. If an empty cell is adjacent to three living ones, it will grow and be born. It is therefore possible to produce life forms that grow and develop into new life. Incidentally, just like swamps, fungus will only grow on flat land.

LANDSCAPES

Grassy Plains

These worlds have little effect on the population. People do not die out very fast (except on the later levels), so it is possible to keep on sprogging with the right-hand mouse button, even if the house flag sinks below ground level.

Ice Worlds

The ice lands kill people off considerably more quickly than the grassy plains, as people are more reluctant to leave their houses. Don't sprog until the flag is above the ground, unless there is an area of flat land very close indeed.

Desert Worlds

As with the ice worlds, the desert is a very hostile place for the little computer people to live. As before, don't sprog unless there is land very close by, especially on the later levels.

Sludge Worlds

By far the most inhospitable place is a sludge world. The sea is a mass of slime and the whole landscape is covered in mucus (bleeurrgh). People die out very fast on these worlds, even early on in the game.

Rise/Lower Only Landscapes

It is a good idea to keep buildings small, so that you get a massive population and make good use of the Papal Magnet to move your people to land they can settle. Effects that cause Basalt to be left behind are lethal. 'Volcano' as soon as possible. And above all, don't panic!

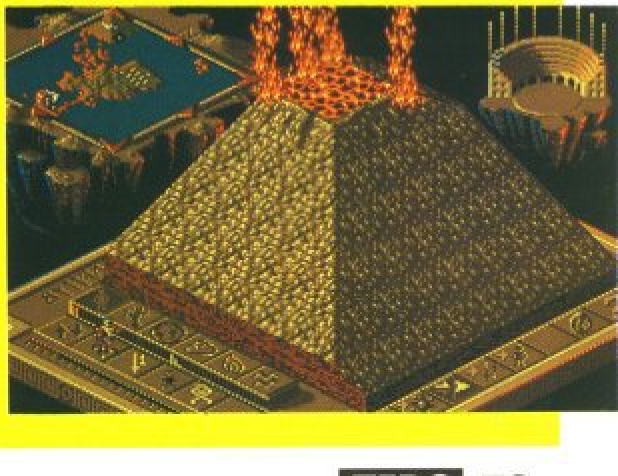
A GAME IN THE LIFE OF ALEX TROWERS

POPULOUS II SUPREMO

I would begin by sprogging instantly *(Wouldn't we all? Ed.)*, then raising the land to form flat land with tiny hills on it, and continue sprogging. Three screens of small houses later would seem like a good time to turn the innermost houses to castles, and to hit the enemy's land with a whirlpool or two. Actually, while I was about it, I would plant loads of trees around the enemy's areas of most dense population and then 'fire column' them, or maybe continue a barrage of whirlwinds over the sea that my whirlwinds have created. By this time, I should have enough manna for a volcano or two.

Something to note here. If you are playing against a human, one tactic is to 'volcano' an area of coast that he was just working on. This may not be very effective at killing people but, as you can imagine, there's nothing more annoying than having your hard work destroyed in a flash – guaranteed to severely reduce the opponent's morale and will to fight.

Watch out for sneaky baptismal fonts (keep an ear out for the 'splosh' sound-effect) as your opponent becomes desperate. Now for the final blow. If I have 'volcanoed', a tidal wave is out of the question. Instead, I would go for something like a wind and earthquake combo.



It's important for you to understand that each game is different and poses a new challenge. Each situation must be evaluated on its own. What I have done is to outline one of my playing strategies. I go for a 'death by tidal wave and whirlpool' approach, while in other games it may be a Heracles and earthquake or just a simple rain of fire. It's up to you to develop your own playing style. Tailor your god to suit the way you play.

CIVILIZATION



Need a helping hand with MicroProse's brilliant *Civilization*? Yes, we thought you might. That's why we asked *Boris The Talking Penguin to give you this exclusive bunch of playing hints and tips.**

INCITING REVOLTS

Keep a diplomat or two in enemy territory, even while at peace. If one of the enemy's cities goes into disorder, your diplomat can run in and incite a revolt. If you can afford to subvert the city, the revolt does not break any peace you may have established. In addition, with the revolt you get control of the city's units, some cash and a civilization advance if possible. But Boris emphasises that this strategy is only viable if you have a sizeable treasury and strong economy.

DESTROYING UNWANTED CITIES

To destroy an unwanted city, especially one that you've captured which is hard to defend, take the following steps. Create as many entertainers/taxmen/scientists as you can in the city, reducing food production and thereby starving down the popluation. When the city gets to a population of one, build a settler unit, and the city is destroyed. Er... sorry, we'll have to take a break while our penguin pal devours a dozen herrings – it's his lunch break. Feeling better, Boris? Okay, hit us with some more tips...

STORE RESOURCES IN CARAVANS

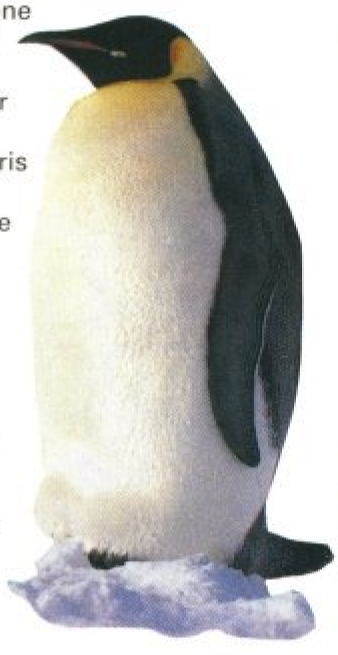
If a city has nothing better to build, have it build caravans (although Boris says he prefers igloos). They can be moved to another city, change their home city, and then be used to establish a trade route for the new city. They can also be stockpiled for later use in the speedy construction of a newly-discovered wonder.

CAPTURING CITIES

Boris says: "If you wish to capture a city, don't move into it if its population is only one. Sit outside and wait for it to grow to two before entering. A defended city without city walls must be three or higher for it to survive being captured. This is because the destruction of each defending unit also destroys one point of population.

SLOWING ENEMY RESEARCH

If you find one or more of your enemies getting far ahead in technology, Boris recommends spreading some of your units around inside their territory. The proximity of your units may compel them to switch from a republican government to a monarchy, slowing down their research.



DISCOVERING MINOR TRIBES

When exploring coastlines with ships, take along a unit or two. If you discover a minor tribe, land a party to check it out. If the tribe is in clear terrain, land adjacent with a unit that has two movement points. Next turn, move the unit into the tribe's square. A word of warning: if a horde of barbarians is uncovered, immediately move the unit back onto the ship before the barbarians have a chance to attack.

START-UP TECHNOLOGY

The more advances your civilization has acquired before play begins, the worse you can expect your starting position to be, explains Boris. Several advances may mean that enemy civilizations are starting nearby, that you are distant from rivers and grasslands, or that you are on a small continent. Starting with a few or no advances indicates that either your economic position is good or enemies are distant, or both.

SPEEDING PLAY

To speed play, turn off the Palace and Animations options from the game menu. Boris' superspeed tip: to go even faster, turn off the option to watch enemy movements.

IMPROVEMENTS FOR RESALE

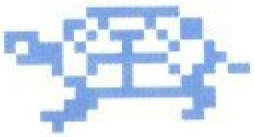
Near the end of a game where you are not being threatened, cities with nothing useful to build can produce SDI defence improvements that are immediately sold when finished. Each one sold raises 200 coins. If several cities are doing this, you may be able to use this income to completely fund your civilization. Oh dear, Boris is starting to overheat under the office lights – he says he can only give us one more tip before he takes a quick dip to cool down.

END GAME FINANCES

Towards the end of a game in which you're doing very well, you may be able to dramatically increase your luxury and/or science rates. If you can fund your civilization according to the hint directly above, or if you have a treasury, it may be possible to cut your tax rate to 0%. If you can raise your luxury rate, many of your cities may celebrate We Love The King Days and add a new population point each turn. Increased science rates should generate faster discoveries of technology or future technology. Both new populations and future technologies increase your civilization score. (Sploosh! Oi! Get out of the sink, Boris!)

STOP

*Actually, these tips were kindly supplied by game designer **Bruce Shelley**. Boris The Talking Penguin did the Populous 2 stuff.





GUTLESS GULLY

Notice anything funny about this intro? Nope, nor could we, but for no apparent reason, *Rich Pelley* thought it would be vaguely amusing to have it printed upside-down. The clot.

WWF

Ding, ding... seconds out, and take it away, **Robert Walsh**... "I have found a cheat for *WWF* which you may be interested in sharing with your readers. The thing is, if you place the chair slightly up from the left turnbuckle and climb onto the turnbuckle, you will automatically grab the chair and illegally be able to use it in the ring, which, as you can imagine, is pretty sodding handy.

LEANDER

Now who should be responsible for sniffing out the cheat for this cutsie console clone, but **my Mum** (no relation)? (Ooops, that was a blatant lie – she's my Mum. Yes really). On the options screen, enter the password as LTUS and infy lives will now be yours. Also, pause the game with F8 anywhere during the game, then use F6 and fire simultaneously to skip levels.

FIRST SAMURAI

Fans of *First Samuraj* facing the impending problem of having to kill the end-of-level baddie on Level Six may be interested to learn about this convenient bug, unearthed by one **Jonathan Pelley** (no relation). (Actually, that was another lie – he's my brother.) Only collect three Specials and use them on the stones at the end of the level. After the angels have removed the top three, jump onto the bottom stone, onto the barrels directly in front of you, and you are now on Level Eight. Hurrah!

ROBOCOP 3

Yikes! Not much room here. So here's a small cheat for *Robocop 3* from **Ken Lockley** at Ocean – straight from the horse's mouth, so to speak. Except, of course, Ken Lockley isn't actually a horse, but you know what I mean. Simply hold down the right Shift key and type THE DIDDYMEN.

BARBARIAN 2

"Isn't that a Psygnosis game?" you're thinking. *Barbarian 2* included, Psygnosis do have a bit of a reputation among the computer game playing population for being a bit chuffing hard. "Great," will argue the more discerning player, "I like a game with a long-term challenge, what with being a more discerning player and all that." However, the more discerning player can jolly well sod off in this case, because here's a cheat. Press the Help key and then the keys M and E simultaneously (anywhere) to replenish energy.

FINAL FIGHT

Rounding off this month's Gutless Gully family reunion, it's over to **Great Auntie Vera.** Auntie Vera, bless her, is a bit of a fan of spooky indie band Carter The Unstoppable Sex Machine, and while playing *Final Fight* on her ST, she paused the game, typed in SHERIFF FATMAN, and unpaused. So imagine how surprised she was when she got infinite lives. Tsk. Aunties, eh?

OH NO! MORE LEMMINGS

Here are all the codes as compiled by Matthew C McQueen, among various other people who I can't be bothered to name, such as Paul Reed and Robert Culmour. Incidentally, your own codes may be different from these printed here, as they vary depending on how well the previous level was completed. But don't worry! All the given codes should still work.

TAME	CRAZY	WILD	WICKED	HAVOC	TWO PLAYER*	
LEVEL 1	———	TFLCAHVFBD	BAHPUDIJCN	UFIBAHTNDI	FAHPTFHBFM	JAHPTDKBKG
LEVEL 2	IHRTDNCCAD	FLCIHTTGBK	IHPUDIBKCG	FIBIHTUODR	IHPTFHFCFF	IHPTDKJCKP
LEVEL 3	LRTDLCADAO	HBALTTFHBS	LPUDIBALCD	IBALTUFPDO	LPTFHFADFS	LPTDKJADKM
LEVEL 4	PTDLCILEAF	BILTTFHIBL	PUDIBILMCM	BILTUFIQGH	PTFHFILEFL	PTDKJILEKF
LEVEL 5	DLCAHTFAO	BAHPUFHJBN	UDIBAHTNCF	FAHPTDHBEJ	TFHFAHTFFE	TDKJAHTFKO
LEVEL 6	DLCIHVTGAJ	IHPUFHBKBG	DIBIHTUOCO	IHPTDHFCES	FHFIHTTGFN	DKJIHTTGKH
LEVEL 7	LCAMTTDHAF	LPUFHBALBD	IBALTUDPCL	LPTDHFADEP	HFALTTFHFK	KJALTTDHKE
LEVEL 8	CIMVVLHIAG	PUFHBILMBM	BILTUDIQCE	PTDHFILEEI	FILTTFHIFD	JILTTDKIKN
LEVEL 9	CAHRUDLJAR	UFHBAHTNBF	BAHPTFIBDH	TDHFAHTFER	FAHPUFHJFF	JAHPUDKJKP
LEVEL 10	HRUDLCKAK	FHBIHTUOBO	IHPTFIBCDQ	DHFIHTTGEK	IHPUFHFKFO	IHPUDKJKKI
LEVEL 11	LRUDLCALAH	HBALTUFPBL	LPTFIBADDN	HFALTTDHEH	LPUFHFALFL	
LEVEL 12	RUDLCILMAQ	BILTUFHQBE	PTFIBILEDG	FILTTDHIEQ	PUFHFILMFE	
LEVEL 13	UDLCAHVNAJ	BAHPTDIBCE	TFIBAHTFDP	FAHPUDHJES	UFHFAHTNFN	
LEVEL 14	DLCIHVUOAS	IHPTDIBCCN	FIBIHTTGDI	IHPUDHFKEL	FHFIHTUOFG	
LEVEL 15	LCALVUDPAP	LPTDIBADCK	IBALTTFHDF	LPUDHFALEI	HFALTUFPFD	
LEVEL 16	CILTUDLQAG	PTDIBILECD	BILTTFIIDO	PUDHFILMER	FILTUFHQFM	
LEVEL 17	CAHRTFLBBL	TDIBAHTFCM	BAHPUFIJDQ	UDHFAHTNEK	FAHPTDIBGM	
LEVEL 18	IHRTFLCCBE	DIBIHTTGCF	IHPUFIBKDJ	DHFIHTUOED	IHPTDIFCGF	
LEVEL 19	LRTFLCADBR	IBALTTDHCS	LPUFIBALDG	HFALTUDPEQ	LPTDIFADGS	
LEVEL 20	RTFLCILEBK	BILTTDIICL	PUFIBILMDP	FILTUDHQEJ	PTDIFILEGL	



* There are only 10 Two Player levels, in case you hadn't realised.

GIVE US A POKE

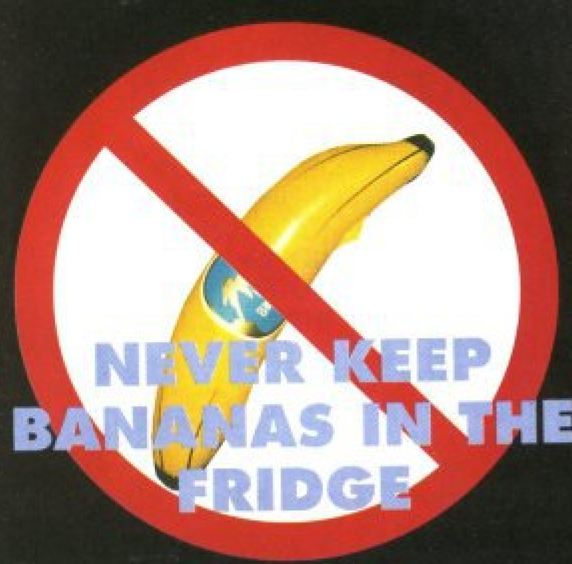
Okay, you asked for it. Well... maybe you didn't, but here it is anyway, due to the amazing response over the last few months – a plethora of pert POKEs for all you Action Replay owners out there.

Give it a POKE, give it a prod, and if that doesn't work, buy an Action Replay interface from Datel, hack your way into the game for a cheat, and send the resulting POKE to me. Uncannily enough, that seems to be exactly what **Julio Riesco, Craig Hobden, Paul Fawcett, Mark Goodinson, Clive Lynes, Paul Taylor** and **Mr GP Roebuck** seem to have done.

Here's how to use 'em. Load the game, press the red button and type M followed by the given address to give a row of numbers. Change the first two numbers to the number after the comma, or FF if no number is given, then press Return. Some POKEs require more than one address change per effect, by the way. Finally, press Escape, X, Return and enjoy!

UNA STUBBS' HANDY CUT OUT AND KEEP HOUSEHOLD TIP FRIDGE STICKER

Simply cut around the dotted line of your free sticker, then apply adhesive to the back and apply to your fridge door. Hey Presto!



THEY TURN RAPIDLY BLACK.

GAME	ADDRESS	TO CHANGE
Arkanoid 2	D61E39	Lives
Batman The Movie	07C877	Lives
Bionic Commando	C15682	Lives
Brat	0080B7	Lives
Bubble Bobble	0091FE	Credits
	0C0FFE	Lives (Player 1)
	0C0FFF	Lives (Player 2)
Captain Planet	C00547	Lives
Car-Vup	01706B	Lives
Centurian	C1F35F	Money
Chase HQ	0335B3	Turbo Boosts
Chase HQ 2	0335B3	Turbo Boosts
Chuck Rock	00697F	Lives
Dragon Breed	02A337	Lives
Dragon's Lair	0000D5,04	Lives
Elvira (Arcade)	000409	Lives
F-19 Stealth Fighter	006F27	Weapon Bay 1
	006F29	Weapon Bay 2
	006F2B	Weapon Bay 3
	006F2D	Weapon Bay 4
	039E12,5F	Guns
	039E13	
Fantasy World Dizzy	01422C	Lives
Final Fight	001A1Y	Credits
	001A33	Lives (Player 1)
	001A3D	Lives (Player 2)
First Samurai	00C849	Lives
Flimbo's Quest	000EC4	Lives
Flood	017E77	Lives
Frenetic	0064B1	Lives
Gods	000255, 64	Lives
	0001FD, 4	Money
	0001FE	Money
	0001FF	Money
Golden Axe	005955	Lives (Player one)
	0059B3	Lives (Player two)
	005968	Magic (Player one)
	0059C6	Magic (Player two)
Hudson Hawk	0052E9	Lives
James Pond	9001B1	Lives
Last Ninja 3	02B77F	Lives
Magic Pockets	001792	Credits
Midnight Resistance	011692	Lives
Monty Python	016057	Lives
Narc	013967	Lives (Player 1)
	013A2B	Lives (Player 2)
Navy Seals	009CCF	Lives
	00ACCD	Time
NightBreed	00024B	Lives
Nitro	01FAC7, 63	Lives
	01FBC7, 63	Lives
	01FCC7, 63	Lives
Operation Thunderbolt	021029	Magazines (Player 1)
	02102B	Grenades (Player 1)
	021029	Clips (Player 1)
	021047	Magazines (Player 2)
	02104B	Grenades (Player 2)
	021049	Clips (Player 2)
Pang	00DFD5	Lives
Panza Kick Boxing	01DAFD	Strength
	01DAFE	Resistance
	01DAFF	Reflex
Paperboy	006529	Lives
Powermonger	0776BC, 5F	Men
	0776BD	Men
	0776F8, 5F	Food
	0776F9	Food

IMPROVE YOUR HEX LIFE!

After two months of winter hibernation, *Jon North* finally emerges with two whole hex routines. Steady on, Jon, don't strain yourself!

DOUBLE DRAGON 3

Regular contributor **Alan Wheelchair** sent in this routine for infy coins in Storm's beat 'em up. This is dead handy – you can always buy yourself in when you and your mate get the crap kicked out of you *and* you can get all the goodies from the weapon shop!

```
10 REM Double Dragon 3 by Alan
'Whacky' Wheelchair.
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 103
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01100587 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0060
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41FA,0012
170 DATA
700F,45EC,0066,24D8,51C8,FFFC,4EEC,000C
180 DATA
41EB,00CE,45FA,000C,700F,20DA,51C8,FFFC
190 DATA
4ED3,31FC,600A,6166,21C8,0080,4E40,7472
200 DATA
6163,6B64,6973,6B2E,6465,7669,6365,0000
```

Send your stuff, especially ST hacks, on tape or disk to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE, and with a bit of luck I can afford to go to sleep for another month. Send your Action Replay pokes, too - if I write a complete game hack for them it'll be you who gets the T-shirt or the crap game. See you next mumf.

PEGASUS

I must have done this one when I was hibernating, because I don't remember doing it. Anyway, it gives you infy lives in Gremlin's blastarama, and looks like this...

```
10 REM Pegasus by Jon North.
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 133
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01133759 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,009A
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41FA,0016
170 DATA
701F,45F8,0200,294A,0050,24D8,51C8,FFFC
180 DATA
4EEC,000C,487A,000E,23DF,0005,0052,4EF9
190 DATA
0005,0000,487A,0016,23DF,0005,80B2,33FC
200 DATA
4EF9,0005,80B0,4EF9,0005,8000,23FC,6100
210 DATA
006E,0003,2CDE,33FC,4EF9,0003,2CE2,487A
220 DATA
000C,23DF,0003,2CE4,4EF8,3000,33FC,4A79
230 DATA
0001,A0D8,4EF8,1000,7472,6163,6B64,6973
240 DATA
6B2E,6465,7669,6365,0000,0000
```

STOP

HOW TO DO IT

Load Workbench, then AmigaBasic. Type in the listing exactly as shown and save it to a blank disk for future use. Now remove your blankie and replace it with Disk 1 of your game in DF0. Cancel and ignore the requesters you get (they're simply because the protection system makes the disks non-DOS format), then type RUN and your game will load and start with the cheats installed. It's as easy as that.

YOU'VE BEEN FRAMED



Hello. I'm whacky prankster Jeremy Beadle, bringing you another edition of You've Been Framed. (Oh no, you're not – you're Rich Pelley with a beard roughly scrawled over your face. Ed.) Er, yes... anyway, have we got some creasers for you tonight. Oh, by Jimminy, yes.

Firstly though, let's deal with a few of your game snags. Rather a lot of pleas for help this month, in the form of the following: (1) Gary Hardman, (2) Chris Kitson, (3) Mat Fisher, (4) Rich Barrett, (5) 'A Friend', (6) Trevor Harrison and (7) Some bloke who phoned me up whose name I've lost. This motley bunch of shandies are having problems: (1) locating the grease on the ghost ship in Monkey Island, (2) passing the well immediately after the ropes on level two of Gold Of The Aztecs, (3) working out (A) what to do with the crown surrounded by the spinning mushrooms in the courtyard and (B) how to unlock the door on the bridge where part of the combine harvester can be found in Cadaver, (4) killing the monster with the stone in the catacombs in the original Elvira, (5) with the shadow sub-mission on F-A/18 Interceptor, (6) Tracking down Lord Chaos in Dungeon Master and (7) passing the forest in Knightmare respectively.

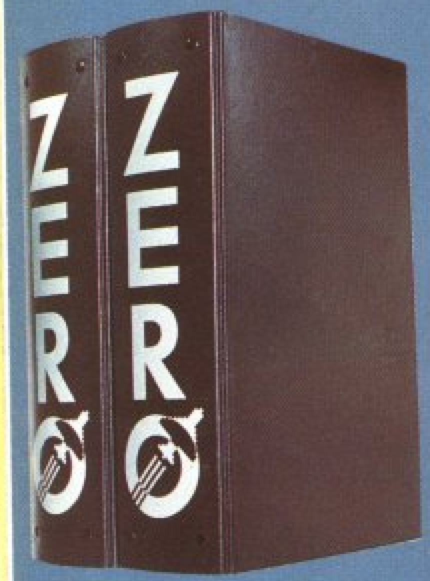
I can help out with (1): Use compass and key in cabin, Take feather from livestock room, Use feather by ghost's feet, Take grog, Use key on hatch, Use grog on floor to avoid rats and Pick Up grease. I've no idea about the others, though. If you think you can help, or if you have any other remotely tip-orientated item that you'd care to share with another 60,635 readers, then perhaps you'd care to send it to me, Rich 'Jeremy Beadle' Pelley, Crystal Tips, ZERO, 14 Rathbone Place, London W1P 1DE and I'll stick it in next time. Bye for now.

HERO GAMES FOR ZERO*M

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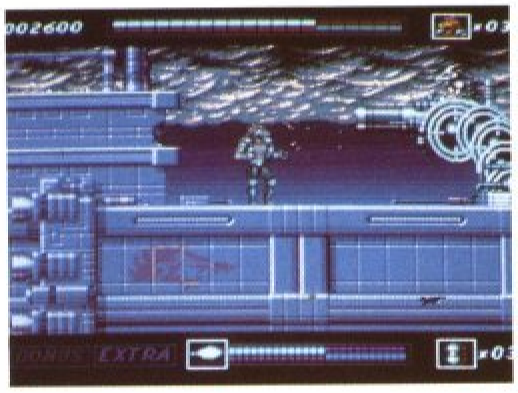
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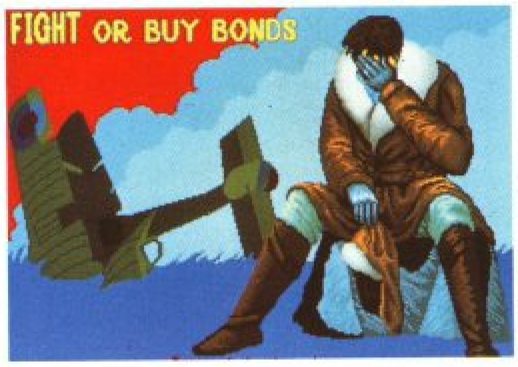
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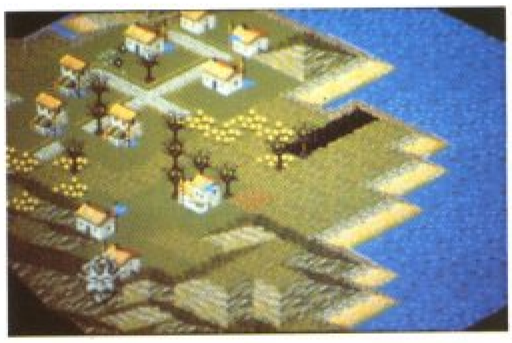
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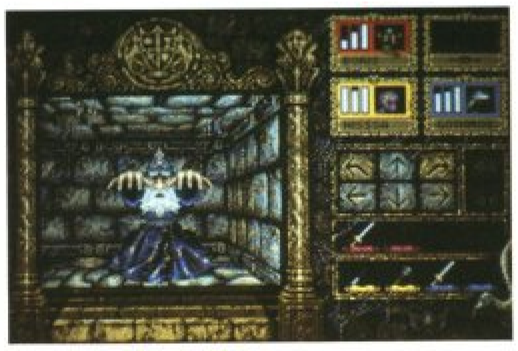
O* MOOLAH



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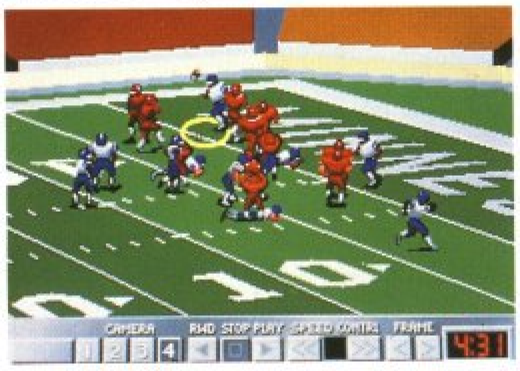
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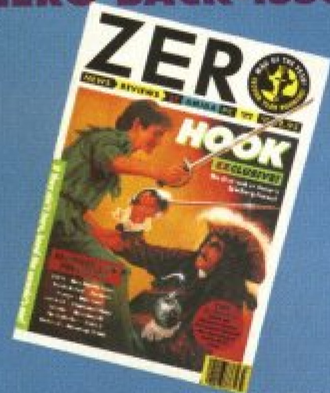


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06/92/04/4

*(Er... practically)

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WIN!!



11 ENGLAND 1960'S FOOTBALL SHIRTS
50 US GOLD GOODIE BAGS

When Saturday comes, the most crucial decision a football manager has to make is which coat he's going to wear for the post-match interview. This decision is based on serious discussion with his agent, the TV crew and, of course, a brief consultation of the *Desmond Lynam Football Fashion Guide*.

So does Software 2000's *The Manager*, their latest footie game (reviewed on page 37), include a Coat Selection option? Does it heck as like! It expects you to spend your time training players, assessing form, working on tactics and (heaven forbid) picking the team. What nonsense! Is this a management sim or wot?

Well, yes it is a management sim, and a pretty fab one at that (shame about the lack of a Sheepskin Jacket option, though). In fact, US Gold (who is marketing the game in the UK) is so pleased with it that it's celebrating its launch with some bootiful prizes in a skill competition.

At the end of the day, 11 winners will net a classic Arkwright 1960's England shirt, as worn on that famous day in 1966. There'll be no need for 50 lucky runners-up to get sick as a parrot either – they'll get their kicks from a snazzy US Gold goodie bag.

HOW DO I MANAGE IT?

Since *The Manager* is such a detailed and accurate footballing sim, what we ought to be doing is asking you detailed questions like: "Who scored the winning goal when Blackburn Rovers beat Bolton Wanderers in the 1911 FA Cup third round replay". Unfortunately, none of us knows the answer, so here's something a whole lot easier...

All you need to do is cast your managerial eye over the list of footballing legends below. Having then bored everyone sick with your story about how you met Bobby Charlton in a sevice station on the A1, simply match the player with the correct fashion item. For example, if you assosciate Gary Lineker with perm lotion, write an E next to number 1 on the form below. Stick all your answers on the form below and whack it off to: **They Think It's All Over – It Is Now! Compo, ZERO Magazine, Computer Mailing Services, PO Box 249, London WC2H OHS.** STOP

TEAM LINE-UP

1. GARY LINEKER
2. KEVIN KEEGAN
3. NOBBY STILES
4. STANLEY MATTHEWS
5. BRYAN ROBSON
6. BOBBY CHARLTON

- a False Teeth
- b Halo
- c Support Bandage
- d Toupée
- e Perm Lotion
- f Ridiculously Large Shorts

COMPO

GET SHIRTY WITH US GOLD

RULES

- Employees of US Gold or Dennis Publishing caught entering will be forced to play left back (in the dressing room).
- Season closes on 30th April, 1992. Entries received after that date will be out of the draw.
- The Ed's decision is final – and he's a dab hand with the red card.
- In the case of a draw, a penalty shoot-out competition will be held in the ZERO office, with the Ed as goalkeeper. (*Oh no, it won't. Ed.*)

I think the players are associated with the following items...

1 ● 2 ● 3 ● 4 ● 5 ● 6 ●

Name ....

Address ....

....

Post Code ....

I think the ball did/didn't* cross the line in the 1966 World Cup Final.
(*Delete as appropriate.)

MIKE GERRARD'S
ADVENTURES

It's the time of year when *Mike Gerrard* starts to get a bit frisky. This month, he couldn't wait to have a rummage through his drawers so that he could take out his 'doings' and give them a good inspection. And here they are, on display for all to see – the results of a good forage through his postbag...



LARRY 5 THE FIRST SOLUTION

James Norwood seems to be the first person in the world to solve every Sierra adventure. His solutions often land on my desk about two days after the game itself! How does he do it? Where does he get the money from to buy them all? Well, the answer to the first of these questions may soon be known, as James is putting together a program called *Solver*, which he'll be putting into PC Shareware libraries very nearly almost pronto.

Meanwhile, back at the raunch, James was first in with a solution to *Leisure Suit Larry 5*, which he says took him only seven hours to complete. Show-off! It took me seven hours to back up the disks and install the game. Anyway, James was, of course, eager to share this with his fellow ZERO readers.



He's done it mostly by listing the objects, telling you how to get them and what to do with them. First off this month: how to play the game as Larry Laffer. Next month: Passionate Patty.

LARRY'S OBJECTS

Coffee Pot: In the coffee machine (how obvious). It's located next to the door where the meeting is taking place, at the beginning of the game. Just pick it up and take it into the office.

Water Thingy Magic: In the same room as the coffee pot. If you're feeling a bit on the thirsty side, just click the Hand icon on it.

Files On The Three Women: In the room with all the files, you will find these. For those of you who can't even find the room, here's how you get to it. When you start the game, there are two doors – the one you have to go through is the one that you can open, so that will narrow your chances of picking the right one down to 50%. In this room, the filing cabinet you want is the first one on the right as you enter the room. If you use the Hand icon on the files, you'll get the stuff you need.

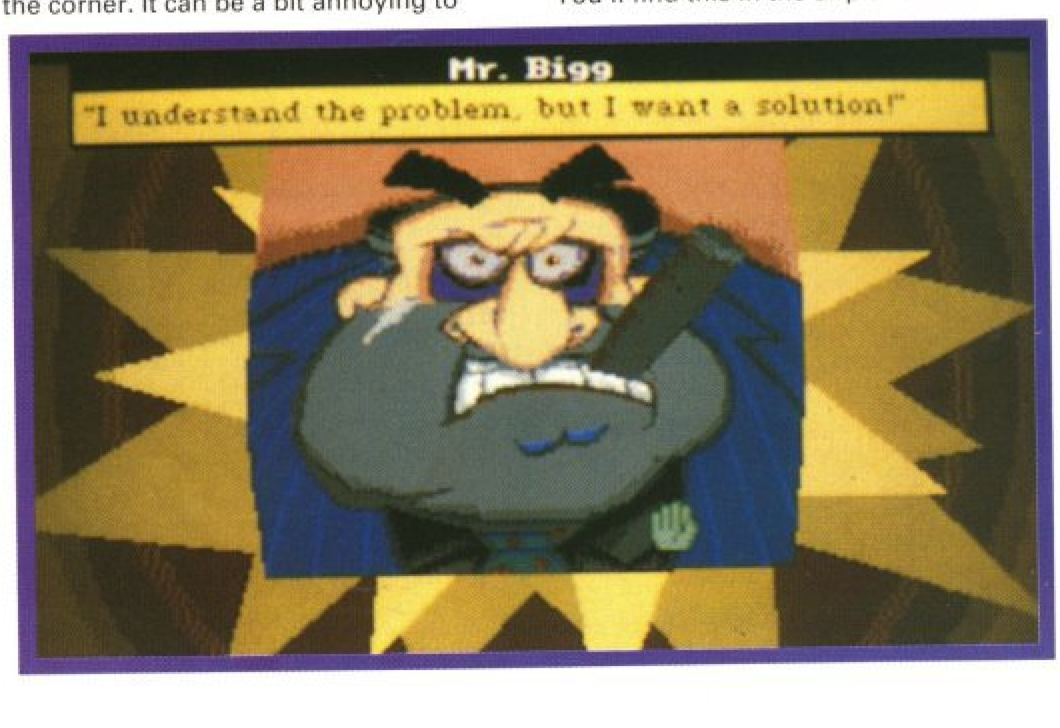
Gold Card: You use this card to get your airplane passes. You'll find this on the table of the room where you found the files. Also use this card to get into the waiting room at the airport – show it to the camera.

Video Tapes: Go to the top left-hand corner of the opening screen and around the corner. It can be a bit annoying to make Larry go into the room, but you just have to keep clicking that mouse, or whatever you have. Use the video tapes in the tape recorder which you're given at the beginning of the game. While you're in the room with the videos do this. Go over to the big barrel and click the Hand icon on it – this will sterilise your hands. When you've done this, do exactly the same thing with the video tapes. Then use the video tape on the machine which is just to the left of the barrel. Make sure you change the videos after you've seen all of the girls.

Recharger: You'll find this in the same room as the video tapes. It's in one of the drawers underneath the tape player. Use this in the plugs you find in the airports and put the camera in it. When you leave Porn Prod Corp., it's advisable to look at the statue to gain some extra points.

Airplane Pass: Use this in the slot next to the door in the waiting room at the airport, to board your plane.

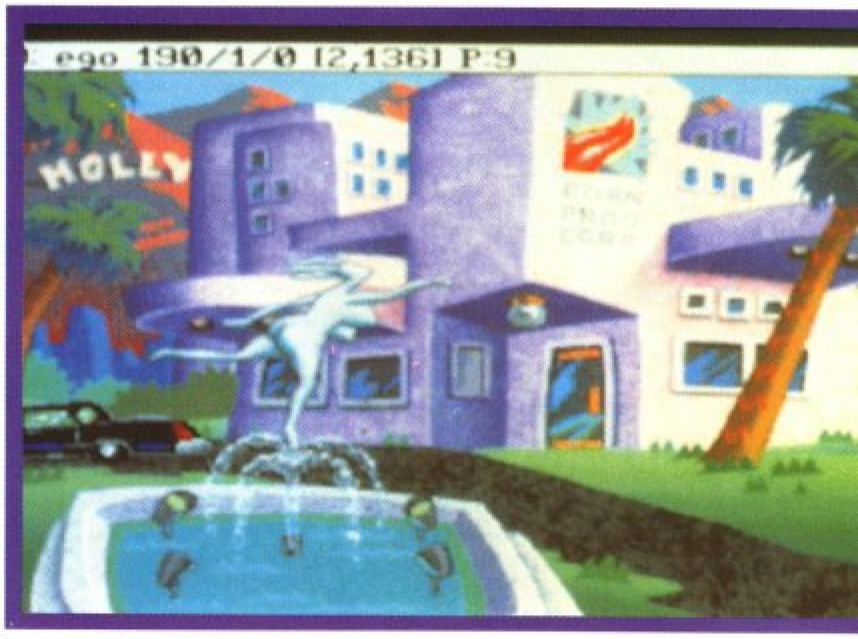
Aero Dork's In-Flight Magazine: You'll find this in the airplane on the



way to New York. Use the Eye icon on it in the entrance at the Hard Disk Café. It will suggest you use the ticker tape in the music box, which is in the lower left-hand side of the screen, in the café.
Quarters (Money): You'll find these in the airports. To get them, just click the Hand icon on the machines or objects. You'll find the money in the cigarette machine, jackpot machine and a charity box. The money is needed to use the phones in the airports. To find the number of the local car company, just look at the advertising boards above you in the airport.
Hard Disk Café Napkin: This is located in one of the folders on the women. You have to show this to the limo driver in New York, to get to the café.
Money, Credit Cards And Day Trotter: All of these goodies are in the limo on your way to the café. If you don't get them, don't worry – Larry will. Give the money to the man at the desk – he'll ask you how much money you give. Just put down as much as you can. You can try giving the credit cards and filo to the rather nice little lady in the café (and she'll give you something, which, due to my age I'm not supposed to know anything about).
Ticker Tape: You get this from the man at the desk, after you've bribed him. Use it in the music box. Use it to get though



both of the doors.
Don't forget to talk to the girl.
Don't forget to turn on the camera!
Matches: You will find these in one of the folders. Show them to the driver of the limo in Atlantic City.
Silver Dollars: If you talk to the lady at the front door of the casino, she'll bet you ten silver dollars that you can't guess what number she's thinking of. All you have to do is to ask her twice. The rest of the money you have to win, so good luck. HINT: SAVE THE GAME. When you have got some money, go and see the show – don't forget the camera.
Roller-Skates: You'll have to buy these at the roller-skates shop (surprise, surprise). To find it, just keep on walking down the pier. When you have them, put them on and skate around. The lady you want should appear on the screen, so talk to her. When you've done this, you can take the roller-skates back if you like. Go back to the casino and go to the next show. Make sure you have 500 silver dollars, use the gambling machines and don't forget the camera. When you leave the casino, ask the man to hail you a cab.
Doc Pulliam's card: Show this to the driver of the limo in Miami. You'll find it in one of the girl's files. To get the appointment with the Doc, just knock on the glass. When answering the questions, just respond in the way a sadist would.
Doily: On the table in the waiting room at the Doc's. Tie it around your head and knock on the window. You'll get an appointment straight away. To get back to the airport, use the telephone in the waiting room of the Doc's. When on the plane, just press any button on the control panel.



Hmmmm... lovely landscaped gardens – this has to be the most tasteful bit of Porn Prod Corp.

WHERE'S ARNOLD?

If I hadn't seen it with my own ears, I'd never have believed it, but there's a place in Nottingham called Arnold. I knew there was a village Yorkshire called Crackpot, but Arnold is a new one on me. Arnold's ZERO-reading resident is Richard Beniston, of 74 Mapperley Orchard, Arnold, Nottingham NG5 8AG. I've given the address in full because about thirty thousand of you are going to write to him with solutions to Maupiti Island. Failing that, can one of you write to me with a copy? It's naughty-wordingly difficult, as well as groovy and fab, as we said in the Sixties. Richard reckons that he's "hidden, observed, spoken to and examined everywhere, everybody and everything" (if that makes sense). Things I've found include the trapdoor, several letters, a couple of keys, some cigarette butts, a ring and a brooch. Whenever it tells me how many clues I should have found, I've no idea whether I've noticed them all or not. A solution, or even a part-solution, would be appreciated."
Richard also asked how to escape when you get captured after opening the safe in *Operation Stealth*, so just to prove that I do know something, I told him. You should OPERATE GROUND to find a bit of metal, and then you can USE CORDS ON PIECE OF METAL, to cut the ropes. OPERATE METAL to discover that it's a pickaxe, then if you walk slightly up and left of where John was sitting, you can OPERATE PICKAXE. You'll probably have to repeat this in slightly different positions to find the right one, but eventually a hole starts to appear in the wall.
Find the bit where the draught comes through and OPERATE PICKAXE a few more times, till the hole's big enough to walk through.



Above and below: *Maupiti Island*, difficult enough to make a bearded man cuss like jiggery...



...only if he did that, we'd obviously have to sack him on the spot.



THE DANISH FINN

Make a note of this name and address: **Finn Rosenlov, Postbox 113, DK 3060 Espergarde, Denmark.** What a Finn is doing in Denmark, I don't know. Actually, I do know – he's getting stuck in *Altered Destiny* and needs help. "I've found an animal called a 'Kleeg', which likes popcorn, and when you squeeze it, it gives a belch with a pressure of 40 megatons. My problem is that I don't know where to use it. Also, it would be very interesting to know how to pass the poisonous cloud in the valley." Any offers?

Finn also wrote to me a few months ago, asking for the address of Bob Bates of Legend – publishers of the splendid *Spellcasting* series. Well, the series *is* splendid if you've got a PC to play them on. Unfortunately, Finn has an Amiga and was very disappointed to hear that the games probably won't be converted to that machine. The Amiga doesn't have such a large share of the market in the USA, where the games originate. Finn says that the European market for the Amiga must be enormous, and Sierra wouldn't be converting all their games for the Amiga if they couldn't make a few dollars out of it.

So what about it, Legend? Finn suggests all Amiga owners who want to play these games should write to the President – the President of Legend, that is: **Bob Bates, Legend, 14200 Park Meadow Drive, Chantilly, Virginia 22021, USA**. Demand your Amiga versions now! Yeah, power to the punters – storm the Bastille! (*Er... wrong country, Mike. Ed.*)



Behold, the man...



Struggling to separate the wood from the trees in the forest of life...



Before, unaccountably and without warning, he meets his Destiny!

STUCK IN SINGAPORE

I now live in Singapore and own a PC," says Andrew McLean. Yes, fine, but are you boasting or complaining? Neither – he's looking for help in a game called *Countdown*. "Can anyone explain how to get out of hospital? he pleads, "all I can do is climb out of the window and get into the empty room." Well, that doesn't sound like much fun, does it? If you can inject some more locations into Andrew's lacklustre life, write to him at 48-a Draycott Park, Draycott Towers, Singapore 1025. If you can't afford the postage (39p for up to 10 grams), write to me instead (18p). By the way, chumlets, I wouldn't want you to think that I can never, ever, ever help anyone, just because I ask you lot to bail me out from time to time. I only use these pages as a last resort – don't we all. You never get to hear about all the wonderful good deeds I do behind the scenes: stuffing solutions into envelopes, handing out much-needed advice (at very reasonable rates) and answering questions by the bucketful. All I ask is a stamped addressed envelope, and you'll get a personal hand-crafted reply, with a genuine digitised likeness of the fabled beard at the top of the letter.

REQUEST DENIED

"Could you offer a free game for the best tips?" says Robert Buchanan of Bromley. No.

CONS

"*Create mondi de fantasia ed avventura...*" oops, sorry – reading the Italian blurb there, but I think you get the gist. If you're still gistless, the *Bard's Tale Construction Set* allows serious bardsters to create their own fantasy worlds in the style of Skara Brae. You can produce stand-alone adventures to give to your friends, but the skimpy manual is strangely silent on whether you can market these games or not.

The manual is skimpy because the basic program is fairly easy to use, although you could read the manual ten times while installing the game on hard disk. It isn't the installation, as there are only 1.2 Megabytes of prog, but the files are all compacted and it takes almost an hour for them to decompress themselves.

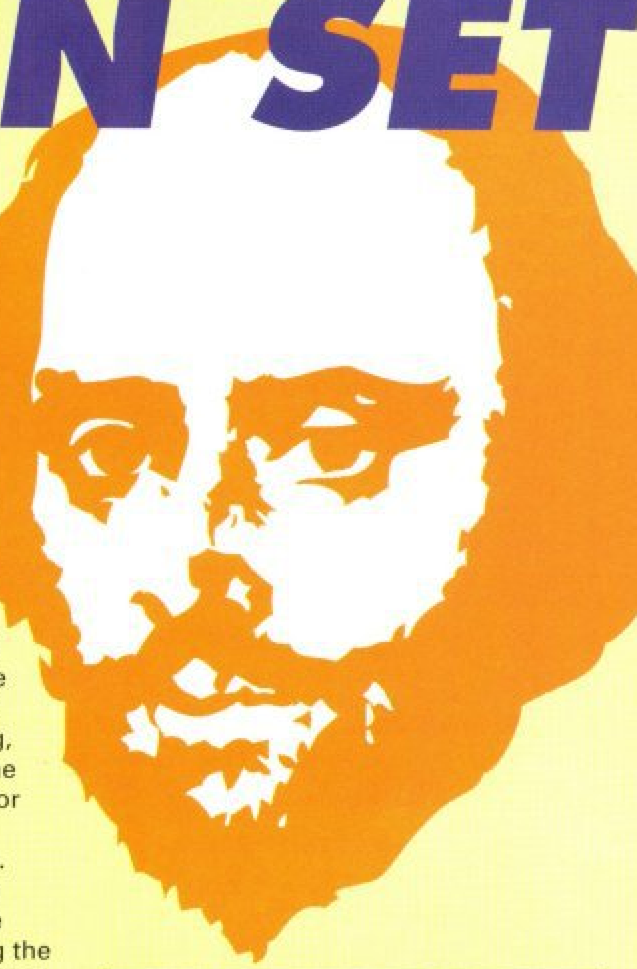


***Bard's Tale 3*: A bit old, but still very playable, says Mike.**

You could also use the time to plan your adventure, because the more planning you do beforehand, the easier it will be to write. Start by designing your maps, each on a 22x22 grid. Normally, this would represent one level or dungeon, but you can wall off parts of it and create more than one dungeon in the same space, or you can create the illusion of a larger area by removing some of the walls so that if the player walks off one edge of the map, he reappears at the other side. Don't worry if you run out of inspiration, as there are several sample maps included in the package to use these or adapt.

The map-drawing is smart. You zip around the plan with your little pointer and, having selected from four wall types, just click to place it. You can use the keyboard too, and it's almost as nifty. The player's view in each location is shown in a small window, as in the game itself – as you move through the map, this view changes, just like fast-forwarding a video. At any location you can also place what's called a Special –

BARD'S TALE
NSTRUCTION SET



there are 47 of these. They cover printing a message, playing sound effects, starting combat or teleporting to another location.

The Map Editor is just one of five sections displayed on the Main Menu. Three of the others work in similar ways, these being the Item Editor, Spell Editor and Monster Editor. They all involve choosing names, setting values or types, assessing damage points, setting combat options for monsters, etc. These are done by moving down tables, and setting values or choosing names. Each monster also has a picture number, to link with an image for when it appears, and if your own arty attempts are pretty monstrous you can choose from the 40 or so familiar *Bard* monsters included. If you fancy your own artwork, it will have to be in *Deluxe Paint Enhanced* format, or from *Deluxe Paint Animation*. You can only have 30 monsters illustrated – the program will start over-writing files if you try to load in more. You'll have to keep a close watch on which monsters are in which locations, and only load in new ones once you know the player cannot go back and revisit old ones.



Now there's a wicked little lucker, sorry, *lurker*.

The manual could be more explicit about this aspect, and more info on dealing with anything more complex than the basic hack and slay combat, or casting spells would be helpful too. You'll need to know what flags are, how conditions and actions affect each other, and in what order you'll need to place certain actions to make sure that the right one happens first. The manual, which is only 46 pages long, won't attempt to teach you this in the detailed way that, say, the manual for the *ST Adventure Creator* does.

The final menu option is Utilities. This covers loading and saving data files, testing a map, building a game from its component parts or printing the spells out. Strangely, printing out other elements is not included – it would be much more useful to have them on paper for cross-checking.

The format of the *Bard's Tale* series is a bit old now, but I loaded up the first game again only last week and still found it very playable, despite the later, more sophisticated RPG's that have appeared. The *Construction Set* has probably been released because the series is approaching its 'best before' date, and it's far from perfect. It works, though, and for fans of the game it'll condemn them to years of slaving away, attempting to produce their own masterpieces. STOP

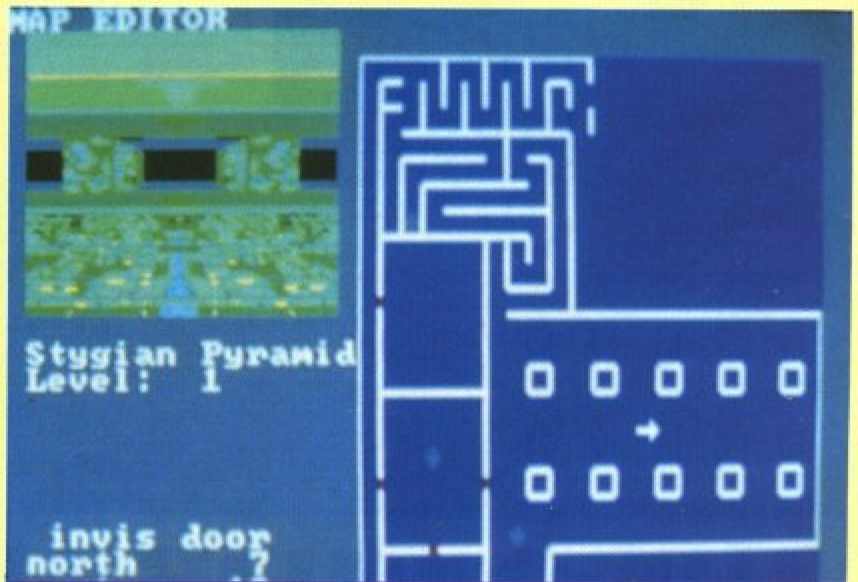
WHAT'S WHAT

TITLE	Bard's Tale Construction Set
PUBLISHER	Electronic Arts
FORMAT	PC
PRICE	£29.99
RELEASED	Out Now

GRAPHICS 85	EASE OF USE 82	OVERALL 81
SOUND 80	EXECUTION 77	



Weirdest tombstone we've ever seen. Perhaps someone should persuade him to buy a chisel.



The sort of screen that condemns the unwary to eons of slaving away to create their own masterpieces.

ZERO LAUNCHPAD

CONTACT ANDREAS SILBERMANN ON 071 631 1433

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JFK

THE NEW EVIDENCE

By Mrs Gladys Clarke, top investigative reporter



Yes, I'm a bit sick of JFK too, what with the books, films, T-shirts and everything, but I've uncovered some startling new evidence which casts a whole new light on the 1963 Presidential assassination. Here it is. **The bullet was intended for JFK's arm, not his head.** Fact. The bullet was just meant to wound him – to give him a bit of a scare. "But who fired the gun? And who was behind the whole caper?" That's what everyone seems to want to know. Who cares, I say! The important thing is that whoever the hitman was, he wasn't a particularly good shot.

THOUGHT FOR THE MONTH

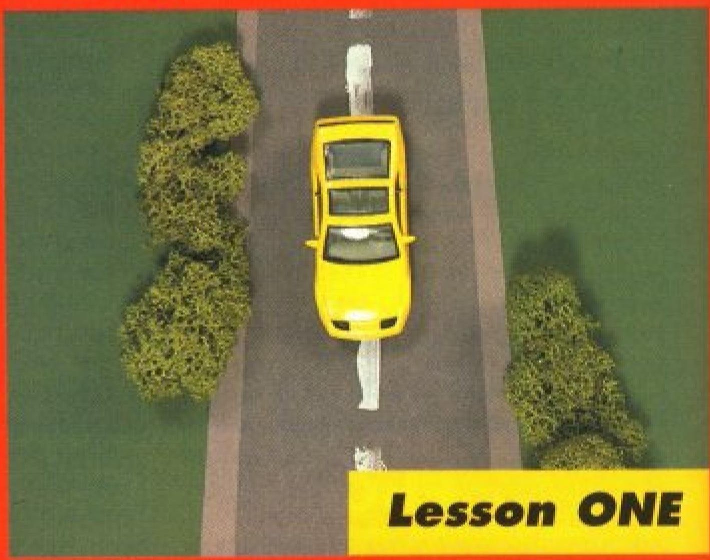
This month's momentary pause for reflection was sent to us by the Rev. Ludwig Ledbury of Wantage, Oxon.

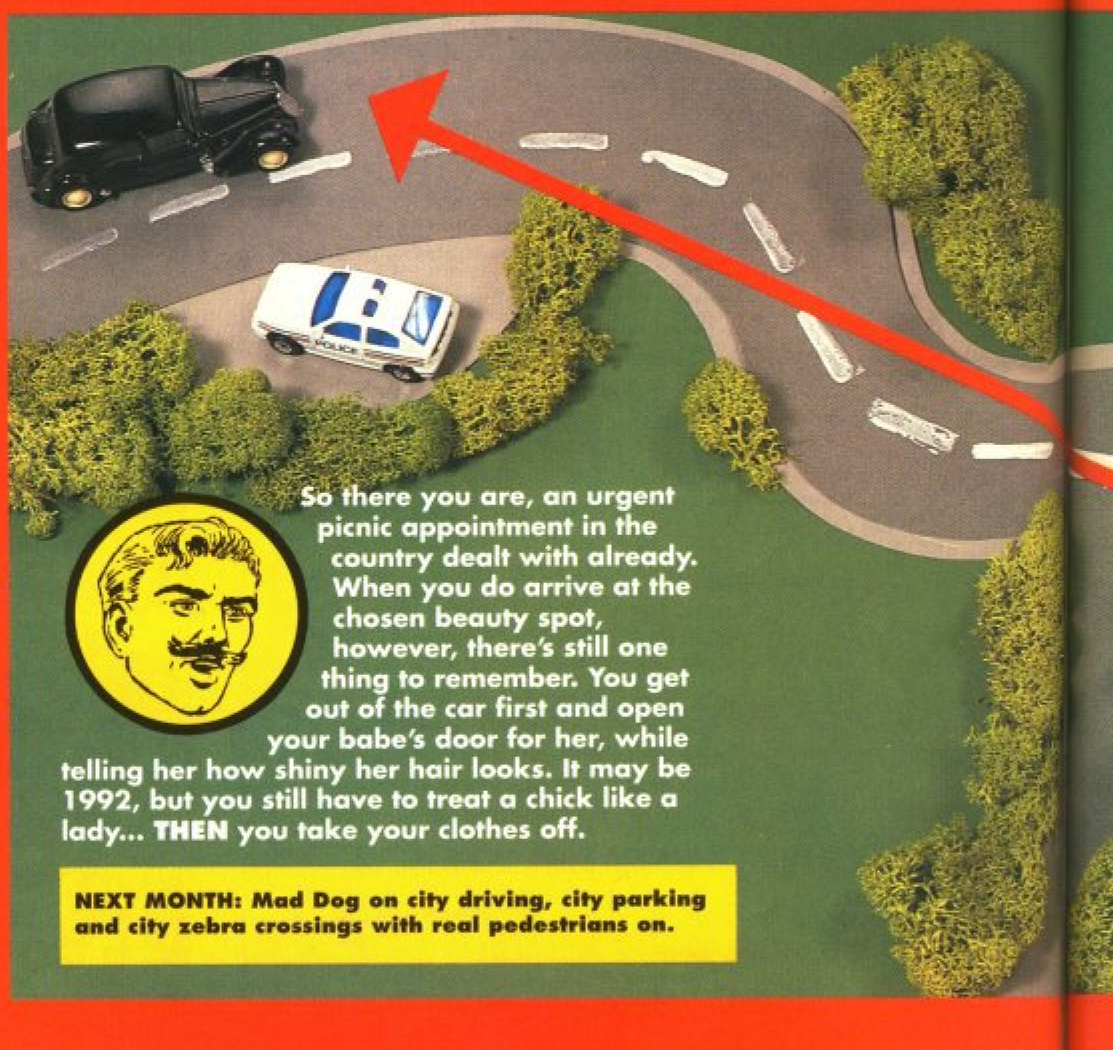
Hello. I read this the other day: "And so, touched by the hand of God on planes so far away from triviality of existence, the world is experienced as unreal. Rise through the plane of consciousness to that level which surpasses all that has gone before – that level which can only be described as seventh heaven. In heaven, everything is fine." Do you get the slightest feeling that the person who writes the inside covers of the Deep Heat albums is on a different planet?

MAD D

DRIVING ACE

Hi, chaps and babes. It's Mad Dog, former fighter jock and now full-time driving ace. I'm a driving instructor, but a driving instructor with a difference, because I tell it like it is – none of your nancy-boy *Highway Code* claptrap with me. I drive in the *real* world, not in a fantasy land where everybody gives way to traffic turning right. Yup, it's a jungle on the roads, and only the lions survive – the elderly wilderbeests with gammy legs and fogged retinas don't stand a chance. So who wants to be a lion? You? Then stick around. Are you happy being a wildebeest? Then piss off.





So there you are, an urgent picnic appointment in the country dealt with already. When you do arrive at the chosen beauty spot, however, there's still one thing to remember. You get out of the car first and open your babe's door for her, while telling her how shiny her hair looks. It may be 1992, but you still have to treat a chick like a lady... THEN you take your clothes off.

NEXT MONTH: Mad Dog on city driving, city parking and city zebra crossings with real pedestrians on.

OG

Driving In The Countryside

The Mad Dog way

Going on a picnic with a tasty piece of tottie in tow? Then you'll want to get wherever you're going as fast as possible. You won't want to waste valuable snogging time, will you. So here's my guide to coping with those unpredictable country roads, while ensuring that your journey time is kept to a bare minimum.

Lesson ONE:

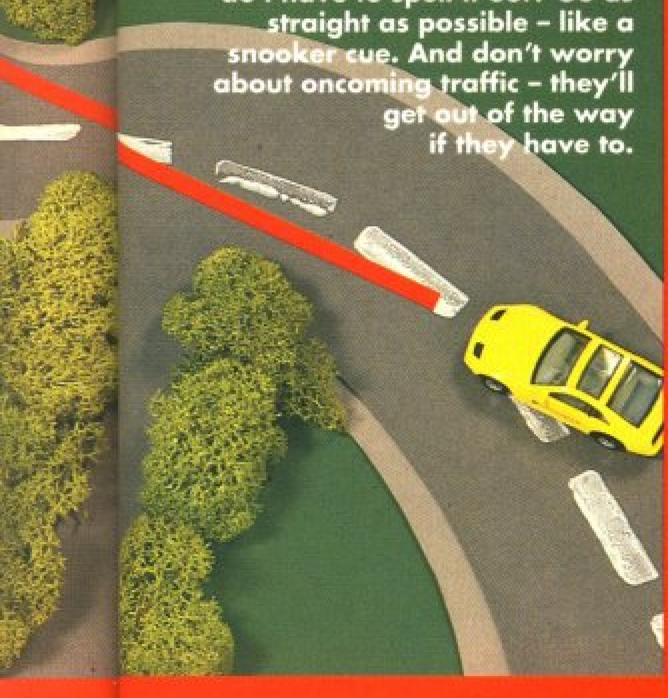
Driving on those perfectly straight roads

MAD DOG SAYS: Think "Scalextrix car". With me? No? Then I'd better spill the beans. The white lines in the middle of the road are your 'slot', and you are in a Scalextric car. You have to keep the centre-line of your vehicle directly over the slot, and must avoid deviation from this central position at all times. The middle of the road is your territory, and you don't give it up for anyone. As for your speed, well, how fast can you make your car go? Yah? Then go that fast.

Lesson TWO:

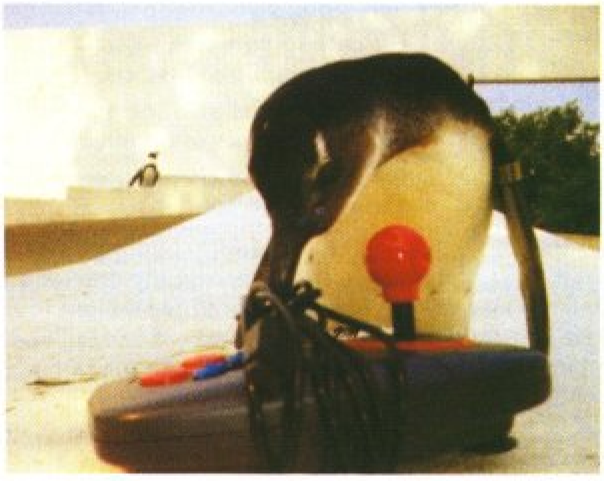
Driving along those leafy, winding lanes

MAD DOG SAYS: Think "constant speed" and "straight line". Speed can be anything between 70 and 130 mph, depending on your car, and as for the straight line, well... do I have to spell it out? Go as straight as possible – like a snooker cue. And don't worry about oncoming traffic – they'll get out of the way if they have to.



JOYSTICKS IN PHOTOS

The bit that used to be called 'Highest Joystick In The World' then 'Joysticks In Unusual Places' and then 'Joysticks With Coppers' is now simply called 'Joysticks In Photographs'. The reason? We haven't got one actually, but read on anyway.



1 Does anyone out there remember **Charlie Amey**'s photograph of a joystick in a rhino enclosure? Well, whether you do or not, here's another of his zoo pictures, although this time around he probably didn't have quite so much trouble retrieving the joystick once the shot had been taken. He says that there was one problem though: "My joystick got peppered with lots of little dents." Penguins, eh? What a bunch of basts.



2 **Kieren 'Judy Vaughan? Phwooar!' Pitts** of **Wantage** supplied us with this joystick shot: "It's in Belgium," he says, "it's on a funny plaque thing at the site where the Battle Of Waterloo took place. If you look at the surrounding panorama, you can imagine how massive the battle must have been... the little icons on the plaque show where all the blokes stood." Yes, very interesting. But what do you mean, a *massive* battle? If you count the little icons, it soon becomes apparent that there were only 55 people involved. Bigger battles than that take place between rival schools during their lunchbreaks.

3 **Andrew McClean** has come close to getting a Joystick With Copper photograph, but not quite. What comes after coppers? Screws. And what comes after screws? Security guards, probably. Okay, so they can't arrest you or give you a good kicking when you're locked in solitary confinement without any clothes, but they can stop you and hassle you if you step more than one millimetre onto their turf. Here's Andrew's joystick being turned over by a security guard in Singapore.



4 For the grand finale this month we do actually have a real, 100% genuine, *bona fide* copper – who was conned into posing with a pair of handcuffs and a joystick by **Philip Huff** of **Huntingdon** in Cambridgeshire. We don't normally give free plugs, but for his hard work we'll tell you that **Philip's Public Domain Library, The Big Atari PDL**, can be reached on **(0480) 433455**, and that all his disks are £1.49. (What a bloody rip off, eh? Ha, ha.)



HOW TO DO THINGS VERY EXCELLENTLY INDEED

BY DAVE EXCELLENT



Or, this month, 'How To Be Very *Unexcellent* Indeed', because that's what I've got to do. Yes – I, Dave Excellent, am going to try to be unexcellent. It's a hard enough word for me to say, let alone do, but non-excellence is the order of the day. "Eh? But why is Dave Excellent trying to be unexcellent?" you're probably asking yourself – and I don't blame you for wondering. The reason is simple, though, and concerns one of the challenges I recieved in the postbag (my personal postbag, a very excellent postbag with diamonds sewn into the lining). Here's the challenge in question: *"Dear Dave, seeing as you are so excellent, I challenge you to make yourself unexcellent and stay like that for two months. You will become Dave Unexcellent. If you are still excellent in one month's time, you will have failed. From* **Robert Holland** *of* **Carnforth** *Lancashire."*

So there you are. It's a devious piece of thinking, I'll admit, and forces me into an incredible dilemma: if I refuse to take the challenge on, I'll be unexcellent – because, like I always say, I'm so excellent that no challenge is too great. On the other hand, if I accept the challenge, I have to be unexcellent on purpose. But unexcellence is unexcellence, however one attains it – both roads lead to the same extremely non-excellent town, you see? 'Unexcellentsville', we could call it. But there's a third road which arrives at the same destination, and it's this road I'm most frightened of. If I force myself to be unexcellent and *fail*, then I have attained *genuine* unexcellence. Do you see what I mean? If I actually try to be unexcellent, but am unable to (because my excellence is so great that unexcellence is an impossibility), then I am suddenly *genuinly* unexcellent. It's a bit of a triple-edged sword, this one – it really is. I'd better outline the basics of the conundrum in simple form, so I can get the whole thing clear in my head...

1. **If I refuse to accept the challenge, I am unexcellent.**
2. **If I accept the challenge and succeed, I am unexcellent.**
3. **If I accept the challenge and fail, I am unexcellent.**

Okay, I've decided. I'm going to go for option two. I *shall* accept the challenge and I *will not fail*. I'm too excellent to fail. Except I'm not, of course, because I am now unexcellent, and unexcellent I shall remain for the next two months. There – decision made.

There's just room for a couple of other challenges before closing. The first is from **Oliver Yachuk-Blais** of **Winchmore Hill** in London: *"Dear Dave, Get a really big earthquake to hit California and flatten Los Angeles, killing all the celebrities there and so sparing the rest of us from having to hear and read about their dull personal lives all the time."* It's a nice thought, Oliver, but my hands are tied, I'm afraid. I'm just not excellent enough. Visions of an extremely potent atom bomb and the San Andreas Fault haven't even entered my mind. I'm truly sorry, but there's nothing I can add.

So here's **Dave Hajjar** of **North Lismore**, NSW, Australia, who says: *"Dear Dave, I don't think you're as excellent as you seem to think you are, so here's a problem for you to try to solve: English cricket."* I'm sorry, but I'm afraid you've wasted your money air-mailing that little poser across the world. I can't help – I'm too unexcellent. (Hey, I'm excellent at this unexcellence lark, aren't I? I knew I could do it, once I got over the first hurdle. Whoops... I mean I'm *not* excellent at it.)

MORE UNEXCELLENCE FROM DAVE NEXT MONTH. MEANWHILE, HERE'S A REVISED COUPON FOR YOU TO FILL IN...



I don't think that Dave's as unexcellent as he seems to think we'll all believe he is. Here's a really simple problem that he couldn't fail to solve, even if he tried.

Name ....

Address ....

.... **Post code** ....

Try not solving this one, Dave: ....

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CLAIMS TO FAME

It's been a lean few months for this category, and it's probably got something to do with the recession. But is the end of the recession in sight? Well, we've got one entry that makes you suspect that maybe things are on an upward turn. Unfortunately, though, it's followed by an entry that makes you realise that exactly the opposite is true.

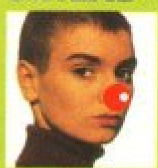


Jamie Hendley of Skegness writes: *"Dear ZERO, here's a photograph of me and a very good friend of mine, Mr Jasper Carrott. It was taken in Lincoln."* Er, what can we say? We can't even think of anything rude to say about Lincoln. Well done.



This is more like it. This is more along the lines of what we've come to expect recently. Darren Lowes of Hastings Hill in Sunderland says: *"Dear Yikes, enclosed is a photograph of me and a mate standing next to Juha Kankkunen's Lancia Delta rally car..."* Okay, so Darren's note may go on to say that he and his mate are getting Juha's autograph, but at the end of the day what we have is this: "Dear Yikes, here's a picture of me and a mate standing next to a car owned by someone who no-one has heard of... and you can't really make us out anyway." Brilliant.

SINEAD O'CONNOR'S JOKE CORNER



Everyone loves a good laugh, and none more than Sinead O'Connor, the chirpy singer from the land of lucky clover. She now shares some of her priceless gaelic gems with us, so hang on to your funny bones – it's chuckle time!

Next month: Tanita Tikaram's laughter express!

GIVE OR TAKE

Call us generous, public-spirited or just plain stupid, but every month we like to give you people an opportunity to flog unwanted kit or games, or even just to make contact with fellow readers. We spend hours sifting through your coupons, ensuring that a finely-tuned balance between the different sections is maintained on this page. So what happens to the coupons from software pirates and the ones that don't get used? Er... we chuck 'em in the bin.

HARDWARE

- Atari 1040 STE with external double-sided disk drive, almost 50 games including *D-Paint*, all originals, two mice and joystick, sell for £400 ono. Phone Marcus: (0795) 876925 after 9pm.
- Atari ST 520 D/S Drive, 30+ original games, mouse, 2 joysticks + mags. Good condition, cost over £800, sell for £200 ono. Tel: (081) 7883027 after 4pm, Tom.
- Will swop my Jap Mega Drive with 3 games, a joystick and control pad for an Amiga A500. Tel Ryan on (0685) 883940, after 6pm. Games are not important.
- I will swop 14 Amiga games, including: *Demons And Drivers, Kick Off, Emlyn Hughes International Football*. Swap all 14 for Game Gear or PC GT. PLEASE ring (0924) 894059, cheers!
- Dacom modem DSL 2123AD supports system and Hayes commands. Modes V21, V23,auto dial, auto ans. Cable included Plus comms. For Ataris, £60. Ask for Dave: (081) 555-8839.
- Amiga 1Meg, modulator, plus 2 joysticks, Action Replay MK11, mouse, mouse mat, with 50 full price games, £700 ono. Contact Philip Coles, 4 Dorset Close, Chelmsford, Essex, CM2 4UD.
- Atari STFM, with 1MB internal drive and memory upgrade, plus £1000 of games/PD, all in good condition. Sell for £300. 1MB external drive £90. Tel (081) 928-3196.
- Atari 520 STFM with more than 100 games, including: *Powermonger, SwitchBlade 2, Kick Off 2, Kings Quest 4* and STOS, joystick, mouse, full manuals for £250. Tel (0273) 594726 after 6pm.
- Commodore Amiga 590-20Mb, hardrive, Workbench + 1.3 extras installed. Still boxed, as new. £200 ono. Tel: (0603) 631915.
- Atari Lynx with *Blue Lightning* and mains adaptor, only £70. Also Vidi ST for sale at £50. Ring James on (0222) 752476. Master Sound version 2 for ST only £10.
- Swop Casio 1.5" pocket TV, worth £150, for Mega Drive and *Sonic*, or sell for £100. Contact Mark: 7 Filching, Close, Wannock, East Sussex or phone (0323) 484872.
- A500, 1 Meg, extra drive, control centre, Phillips monitor, Panasonic printer, paper, joystick, two mice, mat, disk box. Includes £650 original software. Good cond. £1,200 ono. Phone Andy (081) 3028487 daytime.

SOFTWARE

- Swop my *F-15 Strike Eagle 2* for *Thunderhawk, Gunship 2000, Flight Of The Intruder* or other flight sims for Atari ST. Phone Tristan on (0252) 872000. After 16.30 on weekdays.
- Amiga Public Domain to swop. 100% reply. Send lists to: Carol Wellington, 30 Sunnings Lane, Upminster, Essex RM14 2DQ. I have over 600 disks to swop.
- Swop or sell many new and old ST games, send list or SAE to: Mr E Lutman, 11 Rebecca Court, Highview Rd, Sidcup, Kent DA14 4EQ.
- Swop *Magic Pockets, Gods, Xenon II, Swiv, Killing Cloud, Monster Pack* etc. *Hero Quest* desired greatly, also *Hunter, Operation Stealth* or *Grand Prix*. Phone (0848) 30846, after 6pm.
- Will swop *Champions Of Krynn, Death Knights Of Krynn*, (Amiga). Write to: Jonathan Gordon, 11 Ellen House, Twerton, Bath, Avon, BA2 1RE, or call (0225) 319753 (evenings).
- Want *Mr Do Run Run* for Amiga or *R-type II*. Swop for *Indy 500, SWIV* or any other top game I have. Contact Nickki on (0923) 233312, ext 151.
- Wanted: *Heimdall, Populous II, Siegemaster* and *Epic*. Will give you *After Burner, Spitting Image, Thunder Birds, Savage, Super Wonder Boy* etc. Phone (0579) 84582, ask for Kim.
- Amiga owner will swop good games for any sporty type of games. Send lists to: Daniel, The Moors, Chackmore, Buckingham, Bucks, MK18 5JN. Tel (0280) 812873.
- Amiga owner would like to swop *Shadow Of The Beast II* for *Judge Dredd*. *Beast II* does not have T-shirt and box. Contact Alexander Hill, 48 Priory Gdns, Highgate, London N6 5QS. Tel (081) 340-8958.
- Wanted *Oppo Stealth* on ST half-meg, will swap *Corporation* or *Murders In Space*. Contact Steven, 1 Rothesay Court, Rothesay, Isle of Bute, Scotland PA20 9BA. Tel (0700) 502413.

WANTED

- Amiga contacts wanted –100% reply. Send disks, letter lists to: Mike Turner, Mar-Jon, Thurston Close, Beverly, North Humberside HU17 8LU.
- Yo, dudes. Fast Amiga contacts wanted! Have over 800 games. Write to 'Guski', 61 Thorpe Rd, London E17 4LA. 100% fast, 200% reply, 300% honest.
- Amiga Club: I'm looking for a club to join anywhere in Essex. Contact Martin Quant, 210 High Road, Woodford Green IG8 9HH.
- Wanted: Atari 520 STE, good condition, no games needed, willing to pay up to £200. Phone Nick on Cardiff 617924. Unless delivery is possible, it must be Cardiff area.
- Amiga contacts wanted - 100% reply. Especially football/strategy lovers. Send disk/list or SAE to: Justin Tomlinson, 3 Whitburn Close, Kidderminster, Worcs. DY11 6BH.
- I want to swop ST games with other ST users. Send list to: G Mackinnon, 79 Bridge of Weir Rd, Linwood, Scotland. Or Phone (0505) 31588 and ask for Minty.

PEN PALS

- PC contacts wanted to swop games, hints, demo's, utilities etc. Write to: Gunner Deinboll, Roseveien, 1,3043 Drammen, Norway. 100% reply.
- Amiga friends all over the world: Send lists, letters, disks (100% reply) to Pauli Salli, 61100 Peraseinajoki, Finland.
- Amiga contact wanted to swop cheats and PD games with any nubile people. Send disks to: 25 Hunters Hill, Burghfield Common, Reading, Berks. Bye bye, write soon.
- Amiga contacts wanted. Games, midi, music, art, video. You name it, I'm into it. Write with disks and lists: Dave Collins, 6 Bently Green, Harefield, Southampton, SO2 5GB.
- Amiga contacts wanted, 101% reply. Send lists to: Rob, 76 Cocker St, Blackpool, Lancs, FY1 2EB.
- Gay Amiga owner wants to swop chat, cheats and letters with other males. Contact Jon, Wetering Straat 60, 1017SP Amsterdam, Holland.
- Help! Amiga owners contact me at the following: Wayne, 2 Blyth Rd, New Catton, Norwich, NR3 3LG. You'll be sorry if you don't, pals.

FANZINES

- *Aurigas PBM* includes FA Cup, Rumbelows Cup, Leyland DAF + much more. Write to: Kez Newell, 2 Julia Gardens, West Bromwich, West Midlands, BM1 3NT for information or phone 588 2799.
- *Games Domain* for ST and Amiga games. Reviews, previews, latest news, arcade page, plus more, including screenshots. Issue Nov out now, 70p. Send cheque and PO's to: 7 St James Close, Kettering, Northants NN15 5HB.
- Amiga disk magazine, *WIPEOUT*, covers Amiga, PC, all consoles. Demo's, utilities, reviews, PD. It's great! Send £1.25 and large SAE to: Gareth Claase, Bridge of Allan, Stirlingshire, Scotland FK9 4BQ.

LONELY HEARTS

- 14 year-old willing to write to lads of any age. If you are interested in Amigas, write to me: Clare-Lou Harding, 73, Milton Rd, Waterloo-ville, Hampshire, England, PO7 6AD.
- Boy up for grabs, seeks female, 12-14, to swop love letters etc. Matt, 4 Romola Road, Herne Hill, London SE24 9AZ. 100% reply.

MESSAGES AND EVENTS

- Just thought I'd tell Mark Geary how much I love him. Please don't leave me. Tell your friends we're in love. Yours forever, Cheryl Startin xxxxxx.
- Bradford boys, do any of you know Tracey Danby? If so, put a message here. She's smart, isn't she? From the Sunderland lad who's seeing her. xxxxxx. New Order rule.
- Aiden Langley hasn't any danglies. From Frog, Lud, Kylie, Duncster, Lightnin' Lou, DJ Danny D, SJ, Hatcher, Squeek, Leslie, Mark, B'stard, Caroline, and the rest of the sixth form

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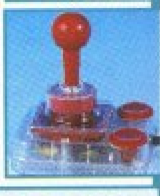
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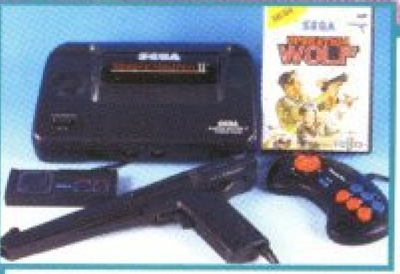
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